£3.95/Hfl17.95 February 1995 ISSUE 23

PC ZONE

CD ISSUE ONLY £3.95!

INSIDE:

NASCAR Racing
Commander Blood
*Kyrandia 3*Cyberia*
*Dragon Lore*Voyeur*
*Super Street Fighter II *



DOUBLE EXCLUSIVE! First Reviews

ALONE IN THE DARK 3 AND CANNON FODDER 2

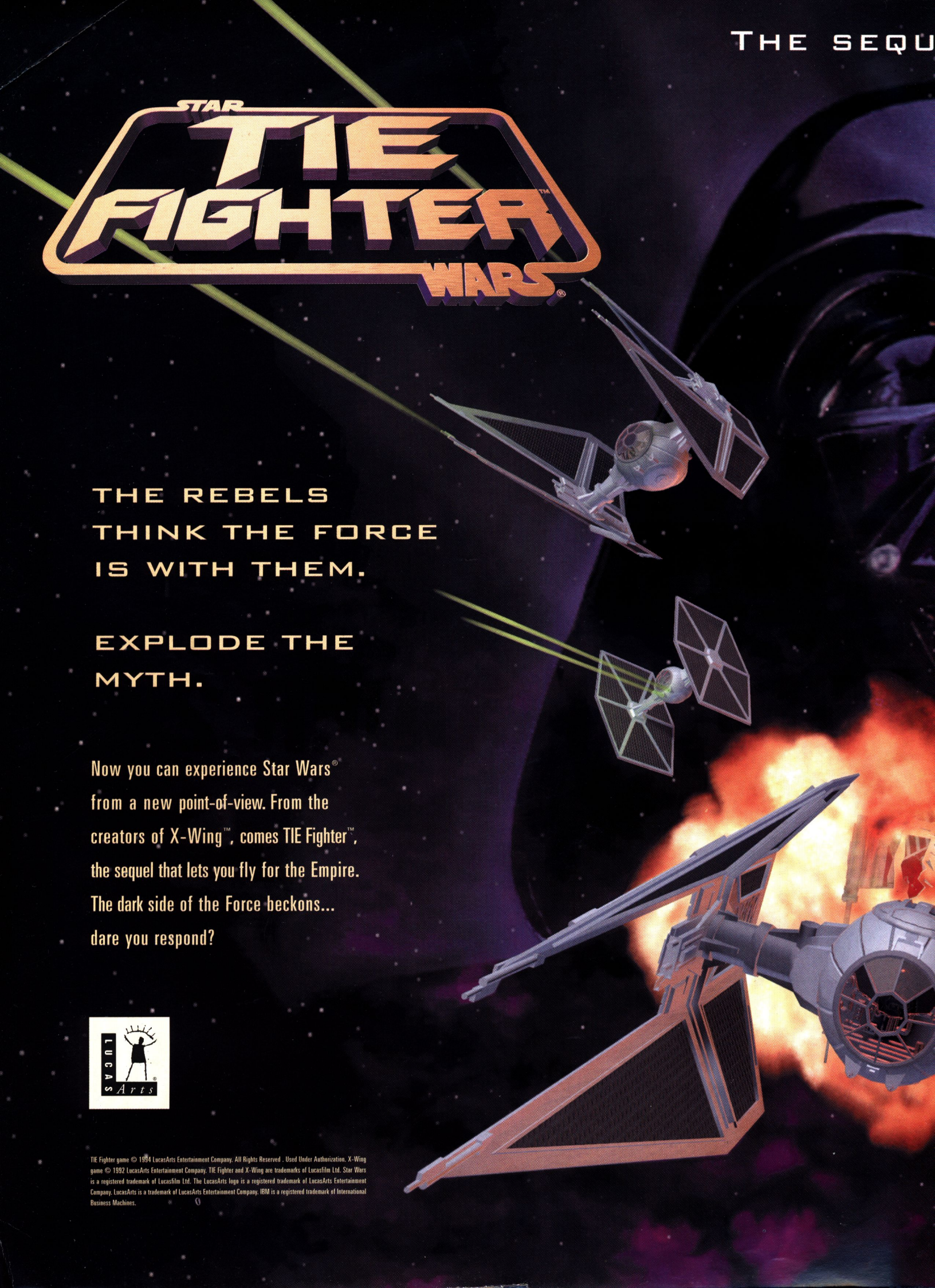
The two biggest sequels of the year exclusively reviewed

YOUR CD IS MISSING

ASK YOUR NEWSAGENT FOR IT NOW!

WING COMMANDER 3:

Was it worth $4 million?



THE REBELS
THINK THE FORCE
IS WITH THEM.

EXPLODE THE
MYTH.

Now you can experience Star Wars® from a new point-of-view. From the creators of X-Wing™, comes TIE Fighter™, the sequel that lets you fly for the Empire. The dark side of the Force beckons... dare you respond?

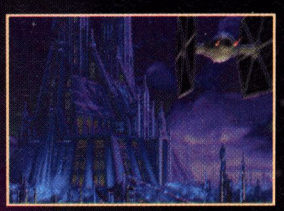
LUCAS Arts®

TIE Fighter game © 1994 LucasArts Entertainment Company. All Rights Reserved . Used Under Authorization. X-Wing game © 1992 LucasArts Entertainment Company. TIE Fighter and X-Wing are trademarks of Lucasfilm Ltd. Star Wars is a registered trademark of Lucasfilm Ltd. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. LucasArts is a trademark of LucasArts Entertainment Company. IBM is a registered trademark of International Business Machines.

X-WING™



Rip through the Rebel front in six unique Imperial starfighters.



New heart-stopping, interconnected battles will envelop you.

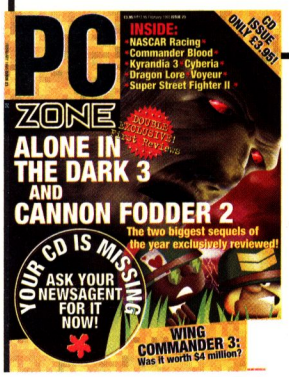


Enhanced ultra-realistic 3D graphics and gameplay.

OUT NOW FOR IBM PC AND COMPATIBLES.

DISTRIBUTED IN THE UK BY VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LTD
338A LADBROKE GROVE · LONDON W10 5AH
TEL: (081) 960 2255

dir.ectory



This month *PC Zone* brings you two major exclusives that just happen to be sequels to a couple of the greatest PC games ever. We also review the latest in the *Wing Commander* series and the sequels to *Alien Breed, Kyrandia 2, Elite* and *Super Street Fighter*. Are games publishers really giving us what we want, or is it merely a case of 'sequel–itis' and the great cash in...?

PC ZONE

Dennis

A DENNIS PUBLICATION

19 Bolsover St, London W1P 7HJ.
Tel: 071 631 1433
Fax: 071 436 1321

Editor John Davison; **Art Editor** Jason Simmons; **Deputy Editor** Jeremy Wells; **Production Editor** Deborah Opoczynska; **Features Editor** Chris Anderson; **Disk Editor** Daniel Emery; **Reader Services** Miles Tudor; **Contributors** Jane Gollner (Design); Simon Bradley; Charlie Brooker; Mark Burgess; Warren Chrismas; Paul Lakin; Amaya Lopez; Duncan MacDonald; David McCandless; Patrick McCarthy; Paul Presley; Steve Pritchard; Gareth Ramsay; James Woods; Andrew Wright; **Publisher** Tim Ponting; **Subscriptions Hotline** 0454 620070; **Senior Sales Executive** Saul Leese 071 631 1433; **Advertising Sales Executive** Andrew Hammond; **Group Advertising Manager** Phil Jennings; **Advertising Production** Mark Saysell; **Group Production Manager** Mike Robinson; **Origination** Ebony 0579 340100; Colour Tech 071 729 3934; **Printed in England** by ET Heron; **Newstrade Manager** James Burnay; **Distribution** SM Magazine Distribution 081 677 8111; **Mail Order Manager** Julia French; **Publishing Director** Bruce Sawford; **Circulation Director** Sean Farmer; **Creative Director** Jimmy Egerton; **Non-Executive Director** Dick Pountain; **Financial Director** Ian Leggett; **Managing Director** Alistair Ramsay; **Chairman** Felix Dennis

ABC: 36,680 Britain's best-selling PC games magazine

***PC Zone* is published monthly by Dennis Publishing Ltd. Company registered in England, number 1138891.**

Entire contents ©1994 Felden Productions.

REVIEWS

54 Wing Commander 3

$4 MILLION DOLLARS, Luke Skywalker and a well-known porn actress... a potentially interesting situation if ever there was one.

61 Ultimate Body Blows

AN AMIGA CONVERSION from Team 17. Don't be put off by that, though – it's actually quite good.

62 Noctropolis

ELECTRONIC ARTS GOES ALL WEIRD, gothic and horrific in this unusual super-hero adventure.

66 Cannon Fodder 2

MORE OF THE SAME or a significant improvement? Sensible returns with more "fun with a gun" as we bring you an exclusive review.

70 Lion King

THE SMASH-HIT MOVIE turns into a reasonable-ish platform game. Pretend your PC is a Mega Drive.

73 Hammer of the Gods

NORDIC DOMINATION and general euro-bashing in our exclusive review of New World Computing's new strategy game.

76 Alone in the Dark 3

THE MEGA-STONKINGLY exclusive review of the final chapter in the *Alone In The Dark* trilogy.

82 Commander Blood

IT'S FRENCH, AND GUESS WHAT? It's weird. Very weird. We try not to get at them for it... but this is just mad.

86 Kyrandia 3

WESTWOOD'S FABLES AND FIENDS series makes it to number three, and this time you get to play the bad guy.!

90 Voyeur

NOT AS PERVY AS PEOPLE THINK. Yes, there are suspenders and braziers in it... but no nudity and no naughtiness (well, not much).

92 Dragon Lore

CRYO'S EPIC MULTI-CD graphic adventure finally arrives. Is it just more French weirdness, or is it actually a decent game?

96 Cyberia

A CONTENDER FOR THE "best looking game of 1994" award. Tastier than treacle pud, and almost certainly better than *Rebel Assault*.

100 NASCAR Racing

PAYRUS FOLLOWS UP *IndyCar* with the popular American sport of driving round and round in circles.



BLUEPRINTS

32 Fortress of Dr Radiaki

MERIT STUDIOS' *Doom*-clone finally makes an appearance. Is hitting things with a baseball bat really more fun than using a shotgun?

36 Super Street Fighter II

IT MAY STILL BE A LONG WAY OFF, but the PC version of *Super Street Fighter II* is shaping up to look really very nice indeed.

38 Tower Assault

ALIEN BREED spawns a sequel... and this time it's got bolt-on CD fiddly bits.

42 Frontier: First Encounters

SO IS IT *Frontier 2* or *Elite 3*? We look at the next installment of David Braben's epic saga.

44 Zephyr

IT MAY LOOK A BIT *Doom*-ish (*What another one? – Ed.*) Bu we're assured that US Gold's new tank game will turn out to be a stonker.

48 Psycho Pinball

CODEMASTERS PROVE that it's not just 21st Century tha knows how to lash together a pinball game.

50 Sensible World of Soccer

THE BEST FOOTIE GAME in the world is about to get ever better. No? Surely not? We take an early look at what's in store.

HARDWARE REVIEWS

104 F-16 Joystick

IT'S STUPIDLY HUGE, and propeller heads will no doubt go absolutely gooey to get there hands on it's vast ribbed handle.



PC ZONE
100% GAMES
February 1995 **Issue Twenty Three**

Games dir.ectory

Alone In The Dark 3	76
Cannon Fodder 2	66
Commander Blood	82
Cyberia	96
Dragon Lore	92
Fortress Of Dr Radiaki	32
Frontier: Encounters	42
Hammer Of The Gods	73
Kyrandia 3	86
Lion King	70
NASCAR Racing	100
Noctropolis	62
Psycho Pinball	48
Sensible World Soccer	50
Super SFII	36
Tower Assault	38
Ultimate Body Blows	61
Voyeur	90
Wing Commander 3	54
Zephyr	44









REGULARS

6 **News**

26 **Cover Disk Instructions**

118 **Off The Boards**

121 **Mail Order**

122 **Hackmasters**

126 **Buyers Guide**

131 **Next Month**

132 **Subscriptions**

134 **Bits & PCs**

136 **WordProcessor**

138 **Mr Cursor**

COVER DISK

HD Disk Version

Cannon Fodder 2

The sequel to the original best-seller, Sensible Software's imaginatively titled *Cannon Fodder 2* will not disappoint fans of the original "point, click and shoot"-action fest romp. This time it's war in the Middle East, Outer Space and Jools' sock draw, and believe me, it's tougher than ever, so don't say we didn't warn you!

CD-ROM Version

Grab yourself a front row seat at the games of '95 magical interactive picture show, courtesy of this month's jam packed CD. We've something for everyone, be you a flight sim fanatic (*U.S. Navy Fighters*), graphic adventure pioneer (*Discworld, King's Quest 7, Noctropolis*), shoot 'em up supremo (*Cyberia, Metaltech: Earthsiege*), platform presario (*Aladin*) or arcade junkie (*Ultimate Body Blows, Psycho Pinball*). Turn on, tune in and enjoy...

105 Gravis Phoenix

POSSIBLY THE LARGEST JOYSTICK EVER made, with what is almost certainly the greatest number of buttons you've ever, *ever* seen.

106 Virtual Reality

THE VFX AND THE CYBERMAXX virtual reality helmets go on test in the first head-to-head review of these revolutionary systems.

108 TV Gamer

AT LAST, YOU CAN PLUG YOUR PC into your telly... but would you really want to?

COMPETITIONS

24 Discworld

WIN ABSOLUTELY OODLES OF DISCWORLD GOODIES in our dead-easy competition. Get your hands on signed books, games, Clarecraft models, games and even a signed Josh Kirby print, you lucky readers, you.

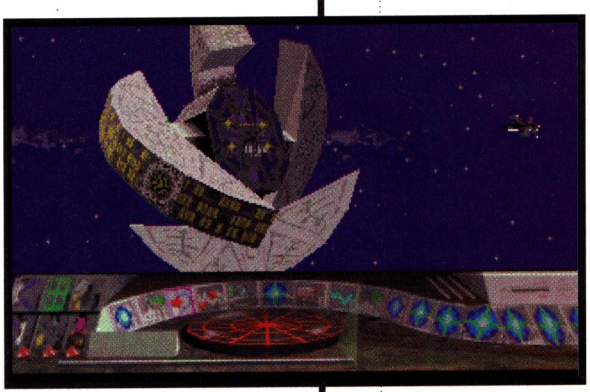
FEATURES

58 Mark Hamill Interview

LUKE SKYW... ER, Colonel Blair talks to us about life, video games and, er, porn, believe it or not.

111 The Wrong Trousers

THE ULTIMATE ROUND UP OF GOLF GAMES on the PC. The biggest, the prettiest, the ugliest and the ones with the daftest pants.



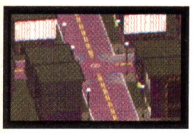
(Left) They said there wouldn't be another, but they lied. Frontier: First Encounter looks to refresh the parts other strategy space sims cannot reach (even with hyperspace).

(Below) More marching malarky courtesy of Captain Jools and friends, in the imaginatively titled sequel to Cannon Fodder. Yep, it's Cannon Fodder 2.



Bulletin

Bully For You In '95



(Above) Coming soon in '95 – Creation uses a similar engine to that used for Magic Carpet and is set beneath the sea – that's not to say it's "sub-standard", though (ha ha!).

WHEN IS A SEQUEL not just a sequel? When Bullfrog do it and it's called *Syndicate 2*, that's when. Far from being simply "more of the same", this sequel uses a modified engine, similar to that used in *Magic Carpet*, with special ray-tracing effects for extra realism. Players (yes, it will be multi-player) will be able to zoom in and rotate the view and even look through the eyes of their agents.

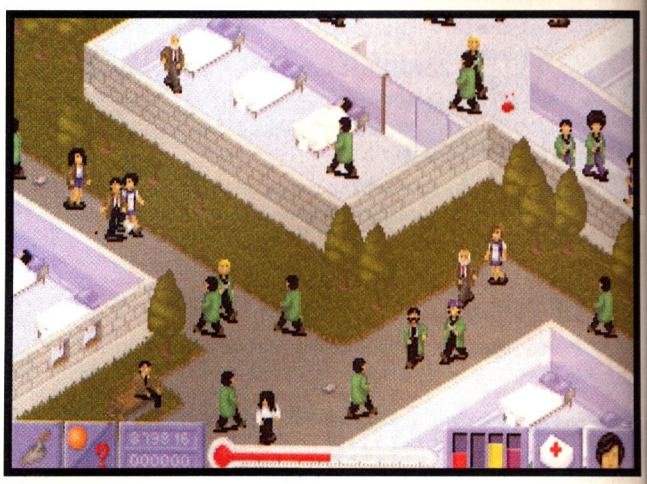
Instead of bumpy hills and mountains, agents will have to negotiate tough city-scapes, constructed from the latest vector technology and it will all be ray-traced, which means you'll be able to shoot out the street lighting and plunge everywhere into darkness, whilst explosions will be reflected in shop windows.

Details are very sketchy at the moment, as, until a release date is set later this year, Peter and friends are playing it all very close to their collective chests. However, *Syndicate 2* does promise to be something of a visual feast, with heaps of atmosphere and playability and a definite one up on 3DO owners who have been ranting about how wonderful *Syndicate* will be on their "super" console.

Also due for release in '95 from Bullfrog, comes *Creation*. A sort of "Ear plugs, hold your nose" 3D blaster with strategy bits, which has the player attempting to dominate an underwater kingdom whilst destroying a developing alien life form.

Creation uses the same engine as *Magic Carpet*, with a few tweaks to suit the underwater environment (in fact, you sport fans out there, *Magic Carpet* used an engine that was originally derived from an earlier version of *Creation*) and can therefore be expected to shoot along at a fair rate of knots.

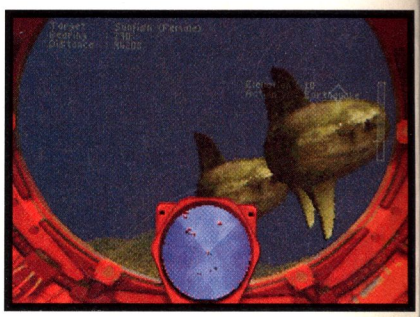
Peter Molyneux is currently enthusing about the wonderful underwater effects the game contains, and how the idea and much of the inspiration for *Creation* came after playing the board game *Diplomacy*, which suggests that it won't lack anything in the strategy department either. The game is almost complete and will probably be Bullfrog's first release in '95, and if rumours are to be believed, it will support up to eight players.



Following the success of *Theme Park* (rumoured to be the biggest-selling PC game of the year) comes *Theme Hospital*. This is a sort of NHS meets Alton Towers simulation. It's still very much "in the development stage" at the moment, but it definitely looks to be something of a stonker; blending wry humour with cutesy graphics, as only Bullfrog know how.

Rumours that the inspiration behind the game surfaced quickly after one of the Bullfrog team broke their wrist playing *Magic Carpet* and was forced to spend a whole day in casualty, are still to be confirmed.

And last but in no way least is *Dungeon Keeper*. This is Bullfrog's first attempt at a fantasy RPG and it threatens to completely revolutionise the genre. The game will use an upgraded version of the *Syndicate 2* engine, and be unlike any other RPG on the market. Well that's what they've told us, and who are we to disbelieve them? Then again, it sounds just a little like Electronic Art's *System Shock*. Well, we'll just have to wait and see, won't we.



(Top) Following hot on the heels of last year's hit, Theme Park, comes Theme Hospital.

(Above) This time it's war. An early screen from Syndicate 2.

GAMERUNNER

NOTHING CAN STOP YOU NOW



THE STORY SO FAR

You are the Game Player. Malignant forces are attacking your computer. Your power to play has been stopped cold in its tracks...

...hard drive slow... enemies unbeatable... memory limited: cannot initiate game programs... error... abort... abort...

You need help! Await further instructions.

YOUR MISSION

Get the Gamerunner and regain control of your PC. QEMM, HyperDisk and AXIS The Gamecheater unleash your maximum gaming potential.

QEMM liberates your memory so you can play again. HyperDisk releases your hard drive from its shackles. AXIS The Gamecheater breaks the rules for you.

The Game Player must win...

With Gamerunner, you are in control: nothing can stop the action!

...let the games begin

ALL THIS FOR NO MORE THAN THE COST OF A HOT GAME!

QEMM® + HYPERDISK™ + AXIS™ THE GAMECHEATER™

AVAILABLE NOW FROM ALL GOOD SUPPLIERS

QEMM memory manager from Quarterdeck Office Systems. HyperDisk disk cache from HyperWare. AXIS The Gamecheater from Baseline Publishing. All registered trademarks the property of their respective owners. ©1994 Quarterdeck Office Systems

Quarterdeck UK: Widford Hall, Widford Hall Lane, Chelmsford CM2 8TD. Tel +44 (0)1245 496699 Fax +44 (0) 1245 495284
Quarterdeck International: B.I.M. House, Crofton Terrace, Dun Laoghaire, Dublin. Tel +353 (1) 284 1444 Fax +353 (1) 284 4380
Quarterdeck France: Tel +33 (1) 43 20 38 46

MORE MEMORY + MORE SPEED + MORE FUN

(Right) One day I'll fly away...



Bulletin

DISPATCHES

+++ PLUG & PLAY PENTIUMS

Elonex are currently leading the way as far as the "Plug & Play" revolution goes, following the launch of their new PC 500 R/I range.

The new machines feature a number of technical enhancements designed to allow the so-called "Plug & Play" PCI devices to work and are, therefore, supposedly more "user friendly" than other PCs.

Prices start at £1,185 (+VAT) for a Pentium-60, and rise to around £2,145 (+VAT) for a Pentium-100 with 8Mb of RAM and a 400Mb hard drive.

The move is expected to coincide with a number of new "easy-fit plug & play" devices, due for release later this year that will make full use of Microsoft's new *Windows 95* package.

+++ HOW DO YOU DO THAT?

Stuck? Can't get through to our help line? Sit down in your favourite armchair, pick up a book (preferably one of the latest strategy guides from Computer Manuals), read it and you'll feel an awful lot better.

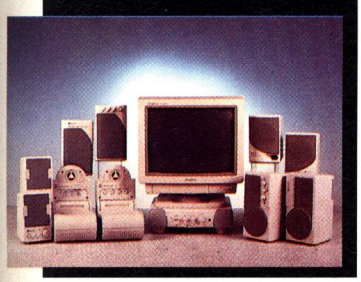
There are, currently, strategy manuals for *Doom2, Myst, TIE Fighter, Microsoft Space Simulator, Under a Killing Moon* and *SimCity 2000*, all packed with hints, tips and long-term strategies to help you get the most out of your favourite game. Other titles will be available soon.

Contact Computer Manuals on 021 706 1250 for further details.

+++ SAY WATTS!

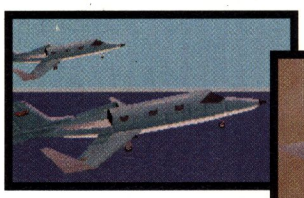
Spectravideo reckon that their new MT Multimedia Speakers are all the rage, due to special "airways" that ensure a high-quality pitch definition and a clearer sound. With built-in amplifiers, booster circuitry, magnetic shielding and six models to choose from with outputs ranging from ten Watts, through to 100 Watts, they also reckon that they've got the ideal sound set-up for everyone. Prices start at £24.99.

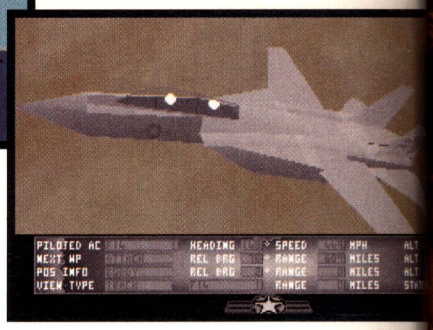
Contact Spectravideo on 081 900 0024 for further details.



NAVY STRIKE

NO, IT'S NOT ANOTHER BORING FLIGHT SIM, but "a strategy game which features resource management, mission planning and execution, acting and reacting to information, forward thinking and flexibility of plans" – sounds like a right barrel of laughs, doesn't it? Almost like being in charge of a modern day *Task Force* that has to force exclusion zones around Kuwait or police trouble spots around Libya, whilst attempting to negotiate the reams of international red tape, perhaps?





(Above) Choose the best kite for the job and off you trot on another glory-boy mission.

(Below) Get in on the actio via your cock-pit, or sit ba in your control centre, barking orders – Woof!

Well, it's a dirty job, but someone's got to do it – and when *Navy Strike* from MicroProse comes out, you'll be able to experience first hand just what it's like when you find yourself right in the middle of an international hot spot with aircraft carriers, battleships, cruisers and numerous strike craft all at your disposal and a bit of an international emergency going on outside your command post window.

The strategy side of the game is essentially a mouse- and icon-driven strategy fest that puts the player in the hot seat, right at the centre of the action. Information comes in at you from all angles, courtesy of your multiple-information windows, and you can switch from F-22 Fighter to speeding battle cruiser, at the flick of a switch, as you attempt to assess the threat and decide what action to take to counter it – all in glorious real-time. You can, of course, play the game in "UN Mode" and sit back and do nothing, but that would be a bit boring and very chicken, wouldn't it?



As it's also a flight sim, you get to zip around and fly missions in one of three aircraft in the fully-simulated 3D-world, namely the F-22 Fighter, the A-12 bomber and the multi-role FA-18 Hornet, and as it's all being done by the guys at Rowan (the people behind *Dawn Patrol*), it's probably going to be rather splendid.

Contact MicroProse on 0454 326532.

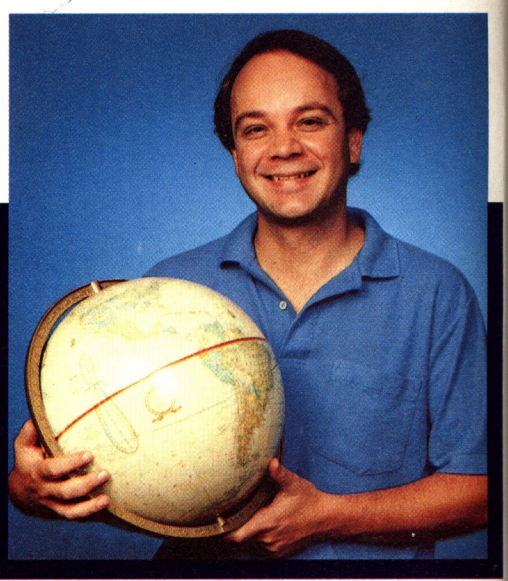
"SID MEIR NOT A NERD" SHOCK

A surprising number of journalists flocked to shake the hand of sim king, Sid Meir, when he flew into London to promote his latest work of art, *Colonization*, recently.

After the usual formalities were dispensed with (i.e. nibbles, drinks and a bit of chit-chat) Mr Meir mixed and indeed larked it up with the gathered press, posing for photographs in a most affable manner, proving that contrary to popularly held belief, he is in fact a "Damn fine bloke" and not the anorak-wearing nerd everyone was expecting.

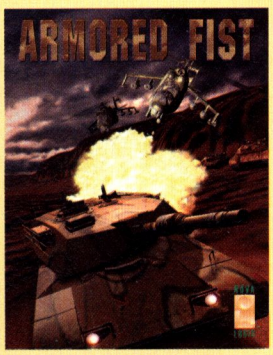
Siddy's *Colonization*, is published by MicroProse and is currently riding high in the charts. Mr Meir is currently working on *Civilization 2*, which is due for release "much, much later" this year. Although it is, the man himself assures us, going to be his best game yet.

Contact MicroProse on 0454 326532.



THE REALISM

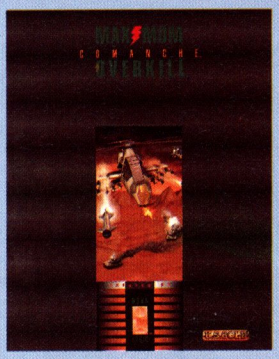
WILL GO TO YOUR HEAD



ARMORED FIST™

A realistic tank sim where American and Russian next-generation tanks do some state-of-the-art damage. Lead your platoon over no man's land and brace yourself as the advance weapons system locks onto your prey and delivers an earpounding blast.

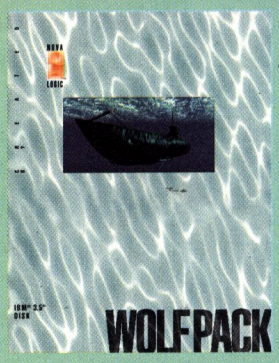
PC CD-ROM



COMANCHE™ MAXIMUM OVERKILL™

A flight simulation that's as near to sitting in the seat of the world's most technologically advanced flying machine as you can go without a top priority pass and permission from the President.

PC CD-ROM



WOLFPACK™

An accurate portrayal of World War II submarine vs destroyer warfare where you are transported into the dangerous, icy depths of the North Atlantic. Hailed as a genre buster, prepare for the complete gameplaying experience.

PC, PC CD-ROM; Mac CD-ROM, Mac

NOVA LOGIC™

Armored Fist, NovaLogic and NovaLogic logo are trademarks of NovaLogic, Inc. ©1994 NovaLogic, Inc. All rights reserved. Comanche, Maximum Overkill, NovaLogic, VOXEL SPACE and the NovaLogic logo are trademarks of NovaLogic, Inc. ©1992 NovaLogic, Inc. All rights reserved. Wolfpack, NovaLogic and the NovaLogic logo are trademarks of NovaLogic, Inc. ©1994 NovaLogic, Inc. All rights reserved. Marketed and distributed by U.S. Gold Ltd. Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 0121 625 3366.

U.S. GOLD

Bulletin

DISPATCHES

+++ BATTLE ISLE 2 SCENARIOS

Following the quite remarkable success of *Battle Isle 2 (BI2)*, Blue Byte have gone and released a scenario disk, *Titan's Legacy*.

Following on from the plot of the original game, it deals with the Drullian's struggle against the Allies of the defeated TITAN-NET and features new maps, vehicles and better AI.

It's out now, priced £25.99 and you will need the CD version of *BI2* to run it. HD users can upgrade to the CD version by sending Blue Byte their original disks and a tenner, and they'll send you back the CD version. What luvvies!

Looking ahead, Blue Byte are currently working on a new *Windows* game called *Shadow of the Empire*, which uses an enhanced version of the *BI2* interface and includes new weapons, features and vehicles. It's due out around spring and will be on CD only.

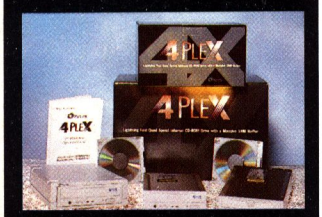
Contact Blue Byte on 0438 716169.

+++ IN A 4 SPIN

Plextor have now found someone to distribute their quad-speed PX-4XCS CD-ROM drive in the UK. The drive is available in both internal and external models and features a standard internal 256KB buffer. If you class yourself as a "high-end user" and have got loads of cash, then check out their PX–4XCH model, which features a massive 1MB Buffer for super fast retrieval.

Both drives are SCSI based, are fully guaranteed and come with full instructions.

For details of price availability etc., contact distributors Ingram Micro on 0908 260422, or Tekdata on 0782 577677.



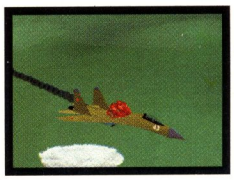
+++ PENTIUM POWER PRICE CUT

You can now get a Pentium for under £1,500 through direct seller MJN Technology. Their P-60P features a 540Mb hard disk, 8Mb of RAM, 15 inch SVGA monitor and CD-ROM drive and is supplied with Lotus SmartSuite (what's that then... some kind of sports car?) and currently retails at £1,499.

A lot of money? Maybe. But then again, it's a lot of PC.

Contact MJN on 0282 777 555.

FIGHTER WINGS IT'S WAY

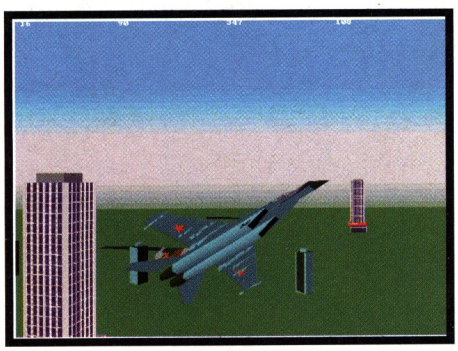


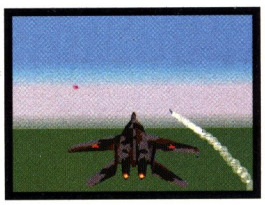
UNLIKE JUST ABOUT every other flight sim for the PC that requires the manual dexterity of Richard Clayderman and a detailed understanding of the workings of jet propulsion, *Fighter Wing* from Merit is a "hands–on" easy-to-play air combat simulation with no learning curve – in other words, its a slick-looking, sit-and-shoot experience that will appeal to everyone.

That's not to say it lacks realism. Armed with a new state-of-the art 3D-rendering engine, *Fighter Wing* is said to blow *Strike Commander* and *X-Wing* out of the sky with its unique networking capability, network chatting, SVGA resolution (800x600) with real-time terrain generation, full shading and texture mapping, a choice of ten of the world's top fighter aircraft, FMV clips to display kills and three detailed scenarios tailored to match the pilot's skill.

In other words, it plays like a dream, looks utterly fab and will have prop heads dribbling over their Thrustmasters when it's released later this year.

Contact Merit on 091 385 7755.





(Above) Fighter Wing – the new "hands-on" flight sim from Merit.

(Left) Terrify the residents of the Docklands in a super-sonic jet.



THE GREAT GRAVIS GIVE AWAY

The *PC Zone* post bag was bursting at the seams last month. Then we finally cut free Daniel – because he was suffocating and he still hadn't compiled our coverdisk – and got him to pick out the winners in our great Gravis give away compo.

For all of you silly-billies out there, Gravis started out in Canada.

First out of the hat (so to speak) was Mr Ian Noble, who wins a Gravis Phoenix Joystick and a Gravis Ultrasound Max.

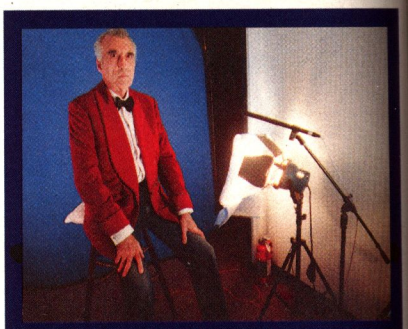
Five runners up, namely: Andrew Cawte from Hants; Robert Dunnington from Boston; Stefan Soderlund from Finland; James FairBairn London; and Charles Williams from Coventry will all receive a GUS Max very soon, and 25 runners up get their very own Gravis gamepad.

Well done to all you winners.

Boo-hoo to all you losers.



(Right) Do you believe in Ghosts? Christopher Lee does.



GHOST IN THE MACHINE

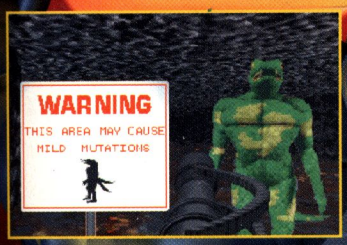
Ghosts. Are they a scary supernatural phenomenon or a pile of old cods-wallop? Media Design are offering you the chance to find out with their new multimedia spectacular, starring Christopher Lee (that bloke from all those old spooky black and white movies).

The imaginatively titled *Ghosts* takes you around a mysterious mansion, with Chrissy posing as a doctor and popping up out of nowhere all the time to tell you strange (and scary) facts about the stuff in the mansion.

Ghosts is packed full of alleged true-life experiences people have had with our spiritual friends. While the program does not claim to give you a definite yes or no as to whether ghosts actually exist, it does attempt to put forward the argument for both sides, with comments from people who claim to have seen real ghosties as well as sceptics who claim the whole thing is a pile of tosh.

There are lots of cryptic puzzles to solve in *Ghosts* (i.e. this is the game bit), paintings that come to life to answer your questions about ghosts and poltergeists, loads and loads of full-motion video clips to look at and lots more stuff besides. *Ghosts* is out now on CD-ROM for £39.99. Contact UK distributor Sony Psygnosis on 051 709 6466.

THE FORTRESS OF DR. RADIAKI







"...graphics and sound that are some of the most detailed we've seen in an action game, Radiaki is sure to be a hit."
(PC Gamer)

"...rendered entirely in 3D Studio...it will set a new standard in game animation"
(Strategy Plus)

Available:

PC 3.5" Floppy
Enhanced PC CD Rom

....Sword wielding samurai...Deadly ninja...Mutant alligators...Household appliances...

MERIT™ STUDIOS

Merit Studios (Europe) Limited★9D Ash Way
Houghton-le-Spring★Durham★DH4 6JW★England
Tel: +44 (0)191 385 7755
Fax: +44 (0)191 385 6444
CREDIT CARD HOT LINE TEL 091-385 9300 FAX 091-385 6444

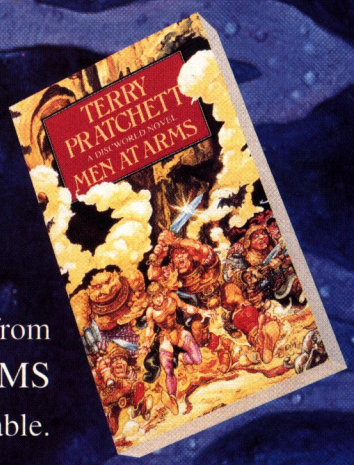
Terry Pratchett's

DISCWORLD®

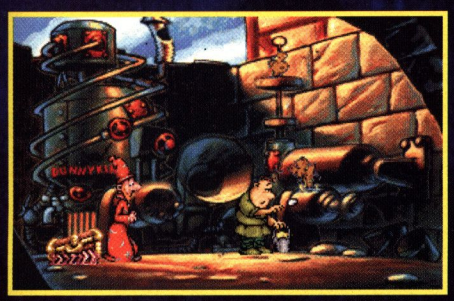
AVAILABLE ON PC & PC CD•ROM

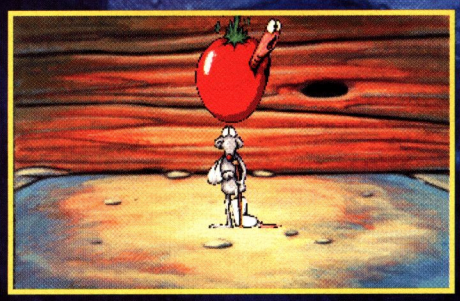
Rincewind the Wizard has spent a lifetime avoiding danger, but a dragon is ravaging Ankh-Morpork, and he's the unlikely hero who's got to rescue the city.

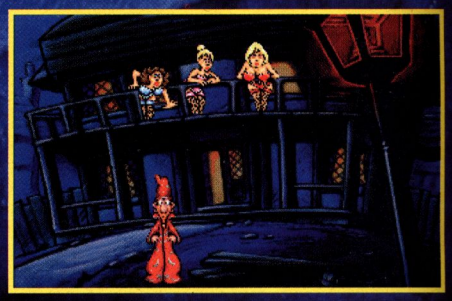
He's got the Luggage (a murderous accessory every traveller needs), a few necessary items (bananas are always useful) – and he's got YOU.



The latest Discworld novel from Terry Pratchett, MEN AT ARMS is now available.



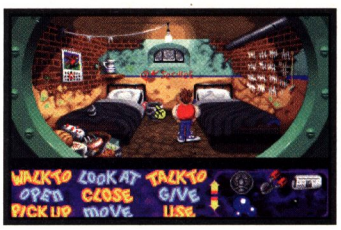




Voice overs (CD ROM Version Only) by
ERIC IDLE, TONY ROBINSON, JON PERTWEE & KATE ROBBINS


Kirby
TWG
PERFECT 10
productions

Bulletin



(Left) Bud Tucker in Double Trouble – the new walkie-talkie from Merit, coming soon.

DISPATCHES

+++ LOOK AT THE SIZE OF MY WAD!

If you've exhausted the thousands, nay, millions of wonderful *Doom* wads that we've presented to you via our free CD-ROM over the past couple of months and are gagging for more, then the CD ROM User Group have just released a CD that should keep you going well into the Spring.

WADS of WADS contains over 1100 extra levels for *Doom*, plus Level Editors, Networking facilities, TIFs, the latest FAQ sheet and the Upgrade from V1.2 to V1.6 as well as a free upgrade to convert these and other WADS for use with *Doom 2*.

It all comes at the "bargain" price of £13.99, and will only work with registered versions of *Doom*. So, Mr Martin Pembersby of Gosport, it's about time you finally stopped "borrowing" your mate's copy and bought one of your own – you snivelling little git!

Contact the CD ROM User Group (UK) on 0424 730326.

+++ STARDUST

Amiga conversion alert! The arcade classic *Asteroids* once again looms its crusty head in the shape of *Stardust*, which will be released soon from Daze.

Boasting five massive worlds, lots of nasties, weapons and end-of-level guardians, it smacks of original gameplay, whilst super graphics, digitised speech, sound and animation bring the old classic bang up to date. It's due out in February and will retail for £24.99.

Contact Daze on 071 372 7436.







BUD TUCKER IN DOUBLE TROUBLE

LOOK FAMILIAR? Should do if you've played *Simon The Sorcerer* 'cos it's done by the same artist innit? The plot's not that dissimilar either – you play the role of Bud Tucker, a teenage pizza delivery boy from Muddy Creek. Your best mate (and customer), the Professor, has disappeared and foul play is suspected. Not surprising really, considering he's just constructed a device that could offer unlimited power to whoever possesses it.

Following his only lead, a book of matches from a strip club in Barryville, discovered on the floor of the Professor's home, Bud sets off to find the Professor and save mankind.

Featuring brillo graphics, an incredibly simple user-interface and full speech throughout, *Bud Tucker* already looks like a winner, but you'll have to wait until the summer to find out for yourself.

Contact Merit







(Above) Your name's not down, your not coming in.

(Left) A taste of cutesy cartoon capers to come from Merit.

WORMING THEIR WAY ONTO THE PC

When a game is described as a kind of cross between *Lemmings* and *Cannon Fodder*, you're still pretty much left in the dark as to what it's exactly all about. Unperturbed, Team 17 maintain that *Worms*, their latest release for the PC, is both "outrageously violent and outrageously funny", and who are we to argue?

Featuring a multi-player option for up to 16 players (yep, 16), numerous player and weapon options, air strikes, battlegrounds, speech and appropriate "worm" noises (*That's silly – whoever heard of "worm" noises. Ed.*), it sounds like being a bit of a hoot, but you'll have to wait until later this year to see exactly what it's all about.

Contact Team 17 on 0924 385903.









(Above) Lemmings meets Cannon Fodder, or what?

(Left) The worm that turned – into a point-and-click shoot 'em up.

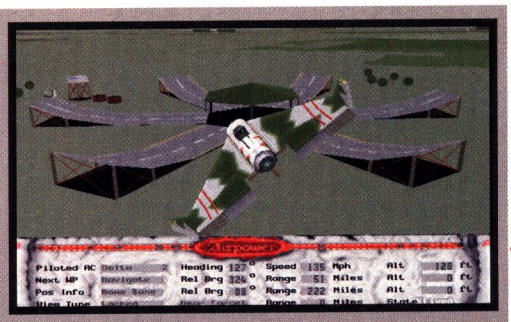


TURNING UP THE HEAT

What do you buy the man who has everything – a belly-button fluff extractor? A rectal-hair trimmer? A Porsche 356 Speedster Cabriolet or an MPEG "adventure game" with more mammories than memory? Well, that's probably given you a few ideas for next Christmas: it is, after all, only 350 odd days away. But where can you buy such delights? Well, you can probably find the first two in one of those tacky mail-order catalogues that you get through your door with increasing frequency for under a tenner. The Speedster might prove a bit of a problem, though you could probably pick up a fibre-glass replica from the classified section of *VolksWorld* magazine for around six or seven grand. And the latter? Well, as luck would have it, the Multimedia Products (Entertainment) Group Ltd (MPEG) are about to release a series of "adventure games" under the *Heat Wave* banner, which are, well... let's just say that they are "adult orientated". With such imaginative and alluring titles as *Quantum Deep, Summer Games* and *One In A Million,* you can pretty much guess the plot (i.e. there isn't one), so don't expect too much in the way of game play. You will of course need an MPEG card to run the "games" and prices start from under £20 .

There are, apparently, no plans for a Cyberman version, though the discs are non-toxic and machine washable.

Contact MPEG on 0924 457138.



AIR POWER

Rowan are at it again (developing top-notch flight sims, that is) and are currently working on an "unusual" flight sim for Mindscape.

Set in an alternate 1930's reality, when aircraft were made of balsa and real men were pilots, it is set in Russia, but in a world parallel to our own.

Basically, the game revolves around the Russian Tsar's four daughters, who each marry a duke with his own airship and crew. Players can choose to be any one of the dukes, who each compete for the crown. You get to fly all sorts of wonderful flying contraptions, of course, all beautifully-rendered and supposedly accurate to the very last flight detail. And, as you'd expect from Rowan, there's a large dose of strategy thrown in for good measure to make it all the more interesting. In many respects it's a bit like *Magic Carpet* in that each duke must attempt to take over an area and make it secure, whilst launching attacks on rival dukes who are trying to do the same. When you think you're powerful enough you can attempt to make a run for the capital, and if you're successful, you'll be crowned Ruler. However, make your move to early and you risk blowing everything and facing the guilliotine.

Because it's all set in a parallel universe, it's basically given the guys at Rowan a free license to be as whacky and weird as they want as far as what the machines look like and how they fly, which means that we'll no doubt be in for a few surprises when it's released later this year.



(Far left) Your big chance to boldly go where every man has gone before.

(Left) Those magnificent men in their flying machines. Rowan take to the air in their new balsa-built contraptions, later this year.

UFO 2 AND MISSION DISKS

Strategy fanatics will be pleased to hear that MicroProse are releasing a mission disk for their monster hit *UFO: Enemy Unknown*. Entitled *X–COM: UFO Terror From The Deep*, it utilises the familiar UFO control system, multiple menus and tactical bar, and features twice as many sites and ten times the level of animation. As it's set beneath the oceans you can also expect some pretty atmospheric "water effects", new alien life forms, special underwater weaponry and technology, multi–level tactical maps, new missions and a new alien encyclopedia.

Looking ahead, work has just started on *UFO 2*. The Mythos team who developed the original for MicroProse maintain that they've improved the original game engine and are currently toying with the idea of a real–time rather than a turn-based format as before. Details are very limited yet, though it is due for release later this year. Contact MicroProse on 0454 326532.







(Above right) Unsightly Furry Orifices – or UFO to you and me.

(Left) More nasties, more weapons, more of the same, but this time it's below sea level.

DISPATCHES

+++ PETER GABRIEL XPLORA

It's obviously extremely fashionable and trendy to release "Interactive" CD-ROM packages at the moment, 'cos the likes of David Bowie, Prince and now Peter Gabriel are all doing it, keen to cash in on the PC CD-ROM boom.

Gabriel, being an artiste extraodinaire, has arguably produced the best of the bunch with *Xplora 1 – Peter Gabriel's Secret World,* in that it is more "interactive" than just plain CD-ROM. Peter Gabriel appears as an on-screen guide, helping the user to explore the production of the music, videos and artwork behind his latest album *"US"*. Fans can also delve into the psyche of the man himself and go behind the scenes at the BRITS, The Grammies and the WOMAD festival.

It was all very well done on the Mac, and the PC version looks to be just as good. It's out very soon and will retail at £59.99.

Contact Mirage on 0260 299909.



+++ F1 GRAND PRIX 2

MicroProse are currently developing the sequel to their highly-successful racing sim, *F1 Grand Prix*. Although it uses the same engine with a few enhancements (The general consensus of opinion being that it's still the best, so why change it?), it promises bigger and better things in terms of gameplay and realism, with enhanced graphics and loads of new features (possibly a management option), a frantically fast frame rate for those with the hardware and a switchable detail option for those who haven't. It's due out on CD in the summer, so start saving for that Pentium now.

Contact MicroProse on 0454 326532.

+++ THERE'S CROW BUSINESS...

Phlips are currently wearing a wide grin after securing the game license for the hit movie *The Crow* after what can only be described as rabid bidding from many major software publishers. The game is expected to use some footage from the film and will be released on multi–formats.

The Crow will be produced by Content Inc. and will be available in 1996.

Bulletin

DISPATCHES

+++ GLORY MAN UTD.

"Is Ryan Giggs being used to sell magazines?" innocently inquired a recent issue of *WSC*. Will software publishers ever realise that not every PC user is a Man Utd. fan, and ,therefore, stop releasing software with "Man Utd." in the title?

Manchester United Interactive: The Champions CD-ROM 1994 celebrates the rise and rise of the reds over the last two years in glorious detail. Fans can now revel in 77 Quicktime video clips of every game and every player, bask in the rays of more than 700 full-colour pictures, and trawl the fascinating world of season/player statistics to see just how many red and yellow cards dear old Eric managed to notch up last season.

In true multimedia fashion, it presents all the info via a wonderfully impressive range of video clips, pictures, graphics and text, and is a must for all Man Utd. fans who happen to own a PC with a CD-ROM drive or just can't bare to miss out on knowing what Paul Ince's favourite colour is. It's out now for just £34.99 from VCI.

Contact VCI on 0923 255558.

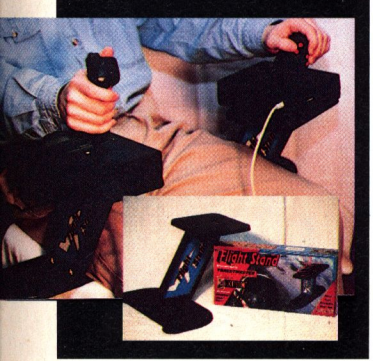
+++ PILOT CONTROL STAND

So many joysticks, not enough space? Get yourself down to your local Thrustmaster dealer and check out these coffee tables with attitude. Designed to put your Thrustmaster controls just where you need them, the Flight Stand will mount your joysticks front and centre, just like a real jet fighter, giving you immediate control and long-lasting comfort for those intensive sorties.

Like all Thrustmaster products, it's built to last, constructed from high-grade plastic and extremely durable.

The Flight Stand will be available from all major retailers and the suggested retail price is around £24.95.

In case of difficulty, contact distributors Paperlogic on 0171 636 7099.



IRON ANGEL

FOLLOWING IN THE VAPOUR TRAIL of *Inferno* comes *Iron Angel* from Ocean, which boasts "the most incredibly detailed graphics and air-combat action ever seen on the PC." Again.

Unlike the recent crop of flight sims (with the emphasis on "sim" here), *Iron Angel* promises to more of a hands-on action-fest than another "Oh God – what does this button do? Fire and forget"-type jaunt that seem to pop up on the PC with an alarming regularity.

Apparently, the fate of our fragile earth hangs in the balance as the four remaining super Corporations lock horns in a desperate struggle to become the ultimate power. The main worry being that every side is armed to the teeth (even the secretaries walk around with a P-90 PDW slung over their padded shoulders) and every side has nuclear capabilities. And here's the bad news – it's up to you, a pilot for the UN, to make a stand against the Corporations.

As luck would have it, as you have already proven yourself as a bit of a whizz on the stick, you've been assigned to command a High Altitude Fighter (HAF). At first you'll get to fly challenging "earth" missions, and if you're up to it, you'll be transferred to a moon-base, where you'll face even tougher stuff.

Like *Inferno*, players are free to go anywhere, fly around the world and take part in totally flexible missions, with "intelligent" foes that can do far more than just your average loop and shoot, making it one of the most player intensive flight jaunts around.

It goes without saying that it's all beautifully animated with a huge silicon graphics intro, speech and in-game narration. Unlike *Inferno*, which was delayed about four zillion times, it's due out within the next few months.

Contact Ocean on 061 832 6633.





CORE BLIMEY!

Not to be outdone by *NASCAR* from Papyrus or *SuperKarts* from Manic Media, Core are just putting the finishing touches to *BC Racers*, their new, full 360 degree, two–player, 3D racing game.

With 13 cartoony opponents, six fully-modelled "Boulderdash Bikes" to choose from and eight types of 3D terrain and 30 tracks to race across, it looks set to bring all the fun of Nintendo's *Super Mario Kart* to the PC when it is released later this month. Contact Core on 0332 297797.

RISE AND RISE OF THE TRIAD

Yep, it's another 3D-shoot 'em up, it looks very similar to *that* game and yes, you can fly, look up and down and there's going to be a multi-player option for up to 20 players (allegedly), so you can blast the crap out of your mates. So what's new?

Well, developers Apogee don't deny that it might look slightly familiar, but seeing as *RotT* was originally going to be the sequel to *Wolf3D*, it's not really surprising that they shared a lot of common ground until they split with iD before things took off. The end result is a completely new engine and a new direction that just happened to look not unlike anything iD were planning. That aside, it looks as though it'll give *Heretic* a run for it's money, with 32 levels of carnage to wade through, 13 weapons, fog, full colour translucency, ten digitized actors, a fully-interactive environment, a level editor/designer, dedicated Comm-Bat arenas for multi-player death matches, team-play options and missions, 15 different digitised explosions, a violence-level adjuster, a plot written by Tom Hall (also responsible for the stories behind *Wolfenstein* and *that* game!), a choice of characters, a random-level generator, tons of secret areas/puzzles and even a special Dog Mode, which allows you to morph into a dog, run around and bite people! Suffice to say at 20MB it's the biggest shareware game ever.

As well as being released as shareware (eight levels) it's also going to be released commercially and there's going to be a CD-ROM enhanced version with extra goodies.

It's due out any time now and you can contact Apogee direct on (US) 214 278 5655, or the UK distributors, PD Selections on 0474 325802.







(Above) Apogee's new blast fest may look just a tad familiar to patrons of a certain 3D shoot 'em up.

(Left) The biggest shareware release ever, or a pile of steaming panda poop? At least you can try before you buy.

WIN!

Klik & Play Competition

Those splendid people at Europress (Software) have decided to hold a special competition of international proportions to promote their new *Klik & Play* game generator.

ALL YOU HAVE TO DO is come up with a stonkingly original and playable game using *Klik & Play*, and send it in to us at the address below on a floppy, along with your name, address and telephone number. We'll then play them to death, and basically laugh and cry at your efforts. When we've all laughed our socks off, we'll choose the best to go forward to represent *PC Zone*. The winning entry will then be entered into the UK final, and, if it wins, go forward to the world-wide championships, along with other winning entries from France, Germany and the US. The final results will be notified in the spring.

The Prizes

The UK winner will win a holiday for two in Florida, plus spending money. Magazine winners will win *Klik & Play* baseball jackets, plus £250 and runners-up will receive a *Klik & Play* T-Shirt and baseball cap, plus £50.

The Serious Bit

The competition will be ran over the next three issues, and all entries must be with us by Friday April 7th, 1995.

We'll be giving you some hints, tips and suggestions over the next couple of months to help you, and we'll be putting some of your entries on our coverdisk – if they're up to it, that is.

This competition is not open to any employees of either Europress or *PC Zone* (we're watching you, we are!) and we have absolute final say over anything and everything (ever).

Send your entries to:

PC ZONE – Klik & Play Compo
Dennis Publishing
19 Bolsover Street
London W1P 7HJ

(Below) Can you beat the game of the century – Frenchman's Head?





PC Zone can accept no responsibility for loss or return of entries and they must reach us by the date above.

It's the year 2020.
The New Age meets man's oldest profession: WAR.

FRONT LINES

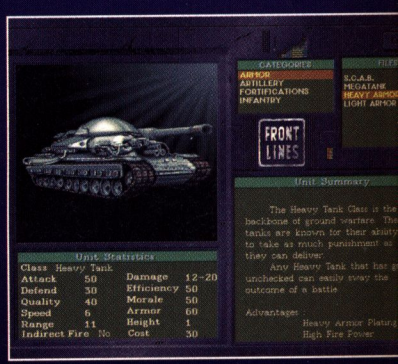
The Future of Combat is Now.

In the future you may have lasers, hovertanks, and powered armor, but do you have the skill to command these forces to victory? If it's total control you want, we've got it. In a turn-based, detailed, create-your-own, hex wargame that blows out the competition with astonishing SVGA graphics and sound effects that will rattle your cage.

The standard wargame just got a whole new set of standards.

Features:

- 256 color SVGA graphics
- Tactical, turn-based hex wargame
- Full scenario builder & unit editor
- 14 types of near-future military hardware
- Fully animated movement & combat.

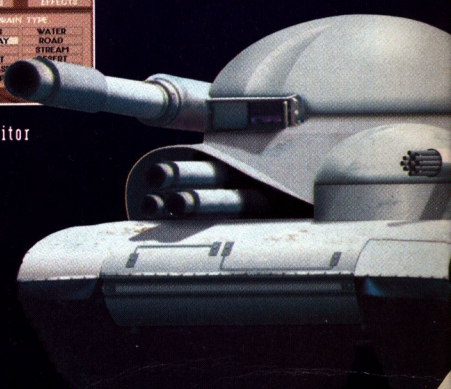


Pull up information on any class of units



Full scenario builder and editor

IBM PC SVGA Screenshots may vary



Impressions

© 1994 Impressions Software.
Unit 9, Princeton Court,
Felsham Road, Putney,
London SW15 1AZ

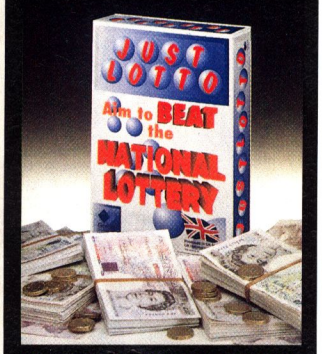
Bulletin



DISPATCHES

+++ I SHOULD BE SO LUCKY

Cosmi UK have jumped onto the lottery band wagon and have launched *Justlotto* for *Windows*. Based on extensive research into the lotteries of the world, it supposedly gives you more of an edge when choosing your lucky numbers. It's available from all major retailers for just under 20 quid (that works out at 20 lottery tickets). Good Luck. Contact Cosmi UK on 0923 284 930.



+++ HARD WIRED

Proof that you just can't keep a good game engine down, Novalogic are currently working on a new futuristic post–holocaust blaster trading sim based on Walter Jon Williams' cult Cyberpunk novel.

As far as plot is concerned, the world now resembles a rather large bomb site and the player must race from city to city peddling black market goods in their high-speed hover tank, blasting nasties and avoiding the collective attention of the police and wickedly devious pirates. Cue yet another excuse to use *that* Voxel space, 3D-terrain generator used in *Commanche* and the recent hit, *Armored Fist*.

It's not due out for a few months yet, though it will be distributed through US Gold. Contact US Gold on 021 606 1800.

+++ JUNGLE STRIKE RELEASE PUT BACK

Gremlin Interactive have decided to hold back the release of the PC version of Jungle Strike until late January. The firm have decided to "re–vamp" the CD–ROM version of the game by enhancing the graphics and adding film footage in a bid to make the product more visually appealing and attractive to the burgeoning CD–ROM market. That is all.

POETRY IN BIO–MOTION

MINDSCAPE IS PREPARING for the launch of its first entry into the beat 'em up genre with the French developed project – *Warriors*. Produced by Kalisto (formerly known as Atreid Concept, the team responsible for *Fury of the Furries*) the game is basically a one-on-one scrap with a host of typical characters, which range from 'orrible, ugly green Predator-like monsters to the much prettier Kung-Fu girlies.

What sets the product aside from every other slap 'em fest is the fact that *Warriors* employs a development system called *3D BioMotion*. Rather than constructing the characters from sprites or polygons, like either *Street Fighter* or *Virtua Fighters*, this makes use of a system of individually animated dots. The dots are then manipulated in such a way that they take on the appearance of highly-detailed sprites, but with the advantage that they can be manipulated as a true 3D-object. The result is quite stunning and the animation of these characters is brilliant.

The mechanics of the game itself are pretty much what you'd expect from a beat 'em up – loads of moves, lots of pretty backdrops and some wicked sampled sounds. On top of this, you also get two different viewpoints to choose from – either side on or isometric, as well as both VGA and SVGA support.

Warriors is expected in the first quarter of '95 from Mindscape, and will most likely be supplied as a CD-only product.





(Above) Take that! You evil, nasty, firm-thighed fighter dude, you.

ACROSS THE RHINE

It might have missed the D-Day hype, but *Across the Rhine* from MicroProse is finally on it's way, after exhaustive historical research to get the desperate struggle between the American and German military forces as authentic and accurate as possible.Viewed from a "sat-in-the-tank" first-person perspective with full 3D-landscapes and objects, play begins in the month of June 1944, with the Allied landings in Normandy and continues on until the end of the war.

Players can opt to take control of either side and "jump" from the overhead view straight into an individual tank, right in the thick of the action. Both military sides have a wide range of support forces available, including infantry squads, artillery, anti-tank guns and aircraft, whilst famous battles of the period have been recreated in meticulous detail for true strategic interactivity. There's even a Battle Builder included that allows players to create their own scenarios for almost unlimited play. It's due out next month on CD and HD.

Contact MicroProse on ??? ??? ????

Anorak Corner

Specs Appeal

Do you find yourself squinting at complete strangers in the pub after dark and getting into fights for no reason? Do you feel like going into a fast-food restaurant after work with an automatic weapon and shooting everyone 'cos you've got a blinding headache after spending hours in front of your glaring monitor? Do you get embarrassed when talking to members of the opposite sex? Do you spend hours in front of your PC playing hex games?

Thankfully, help is at hand (unless you answered "YES" to all four questions, that is – anyone who spends any amount of time playing hex games on their PC is, quite frankly, beyond help). Gepro, those masters of French optics have something that just may change your life. What's more, they're cheap, easy to use and very stylish to wear. Yep, now's the time to trade in your tired and aching eyes for some much needed specs appeal, courtesy of Gepro. Computer Optics Glasses are the latest stylish innovation from the French firm "who care". These stylish glasses feature special 23 per cent blue tint polarisation lenses that help protect your eyes from harmful Ultra-Violet, Electromagnetic Radiation produced by computer screens, by absorbing reflective glare and reducing eye strain. They're also extremely lightweight, very comfortable and are said to increase working efficiency and improve your working environment. And there's more good news – they can be worn without prescription and they're ideal for watching TV!

If you already wear glasses, then don't worry! You can get clip on versions, too!

Both styles of optics come with a superb FREE pouch and a safety lanyard worth £4! Prices start at just £24.99 for the specs and £21.99 for the clip-ons! And remember, these computer optics are worth more than £100 (apparently, anyway).

Contact Gepro on 0689 851206.



(Right) Stylish, comfortable and SAFE – And yes, one size fits both men and women.

BREAKING AWAY FROM THE FLEET

HIGH SEAS Trader

Ever wanted to **sail** into the sunset? Visit **ports** of call known only to grizzled **18th century** sea captains?

Then let our unique **first-person** perspective and stunning **3-D** graphics put the wind in your sails! **Swashbuckle** away as you **trade** goods, vanquish **enemy ships** and create routes to **riches**. Take time to gossip in local **taverns**, repair **cannonball** damage, and stoke up your **crew's** morale. (A little rum, perhaps?)

Chart your progress with our authentic **navigational** aids, and revel in a world long gone: Where **fortunes** are fiercely defended, and only **skill** stands between you and the deep blue sea!

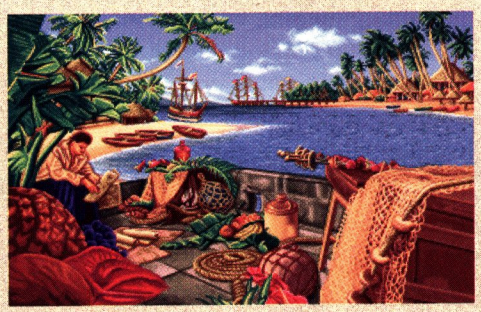


Features:

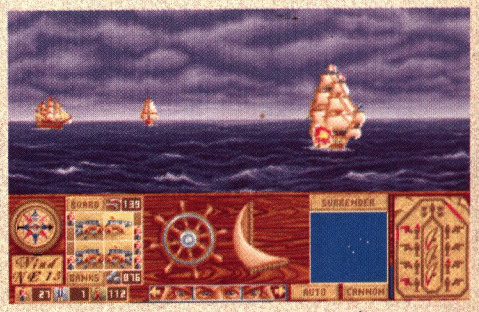
- Variety of goods to trade and passengers to carry.
- Command a crew of soldiers, sailors and apprentices.
- Defend against pirates and enemy men-o'-war.
- Buy and enhance ships from several models.
- Highly intuitive interface.
- Dynamic pricing and political models.
- Strong replayability.



Travel the world in search of riches



Visit exotic ports on many continents



Engage enemy ships in realistic sea combat

Impressions

© 1994 Impressions Software, Unit 9, Princeton Court, Felsham Road, Putney, London SW15 1AZ.

IBM PC Screenshots may vary

Bulletin

GALLUP CHARTS

So many games, so little time – these days, shopping for your PC can be a nightmare. But now, with the help of Gallup's handy household charts, you can check out what you should be playing. There's something for everyone here: full-price PC titles, budget games and even a selection of CD-ROM titles.

Top 20 Full Price Titles

1. Sim City 2000	Maxis/Mindscape
2. TIE Fighter	LucasArts
3. Frontier: Elite 3	Gametek
4. Theme Park	Electronic Arts
5. X-Wing	LucasArts/US Gold
6. Lemmings 2	Psygnosis
7. Overlord	Virgin
8. Indycar Racing	Virgin
9. TFX	Ocean
10. Doom	iD Software
11. FIFA International Soccer	Electronic Arts
12. Gabriel Knight	Sierra Online
13. Premier Manager 2	Gremlin Graphics
14. Cannon Fodder	Virgin
15. Microsoft Flight Simulator v.5	Microsoft
16. Playboy Date Book	Sierra Online
17. Brian Lara's Cricket	Audiogenic
18. Leisure Suit Larry	Sierra Online
19. Ryder Cup Golf	Ocean
20. Aces Over Europe	Sierra Online

Top 10 PC Budget Titles

1. Doom (TS)	Titanium Seal
2. Doom (MS)	Micro Star
3. Doom (GM)	Gold Medal
4. Easy To Learn Computing	Premier Collection
5. Doom Vol.2 (GM)	Gold Medal
6. Sim City Classic	Hit Squad
7. Ultima 7	Hit Squad
8. Police Quest 3	Kixx
9. Word Games For Windows	Premier Collection
10. Populous 2	Hit Squad

Top 10 CD-ROM Titles

1. Theme Park	Bullfrog/Electronic Arts
2. Encarta	Microsoft
3. Rebel Assault	US Gold
4. Sam & Max – Hit The Road	US Gold
5. The Journeyman Project	Gametek
6. Frontier: Elite 2	Gametek
7. TFX	Ocean
8. 7th Guest/Dune	Telstar Fun & Games
9. Outpost	Sierra Online
10. Ishar 2 – Messengers of Doom	Silmarils

The Editors 10 Inches

If you believe all the hype that's coming from the console-based press, it would seem that the PC's superiority in the games arena is about to be challenged once more. Although machines such as 3DO and Jaguar haven't really made an impact, the word on the street seems to be that Sony's Playstation and Sega's Saturn are going to be hot.

FOR SOME TIME NOW, as PC owners it would be safe to say that we're at the top of the heap when it comes to state-of-the-art games. What are the chances of seeing something like *System Shock* or *Wing Commander 3* on a console, eh? The naff little Mega Drive couldn't cope with that could it, eh? Pah! Well, until now it wasn't going to happen, but the new systems, with their 32-bit architecture and their super-snazzy, ninja-bast, custom graphics-shifting hardware, suggests we're in for a bit of a battle. It seems that only the Pentium supported by a seriously hefty graphics card and a huge amount of memory can match the new machines. And I bet you all know what that means.

As soon as the new consoles hit the UK, all of the games developers are going to want to develop products across the board... we'll get a Saturn version, a Playstation and a PC CD-ROM version. However, due to the nature of the console games (and a lot of developers will be leading on Playstation in late '95 to '96) the PC games will require an enormous amount of power. Can you guess where this is leading yet? Yep, that's right. Considering that a lot of you have either a) just upgraded to a DX2/66, or b) bought your first machine which is a DX2/66, you're all going to be seriously fed up to find that even *that* isn't going to be good enough. If you don't believe me, just check out *Wing Commander 3*... it's happening already. *Wing 3* will run on a DX2/50 with 8MB, but to be honest, it looks utterly crap. It runs in major jerkovision and isn't really at all playable. The recommended spec is... wait for it... a P-90 with 16MB of memory. Yeah. like we've all got one of those, haven't we? Yeah, I just happen to have a couple of grand lying around to go out and buy a piece of kit that's that powerful.

Unfortunately, though, this is the way that things are going to go. The word "Pentium" is already being picked up as a brand-name that sums up PC's generally. At the Computer Shopper Show, a number of kids came up and asked us if products would run on "any Pentium thingy?". Intel is been very clever in its marketing at the moment. If you've seen the advert on the telly, you'll notice that the processor itself is being pitched at the punters. Cunning, huh? Couple this with the fact that games are already being optimised for the chip, and I'm prepared to put money on it becoming the new standard before the summer of '95. Doesn't that just really make you feel sick? You go out and buy the best bit of kit you can and before you know it, it's virtually obsolete.

A *PC Zone* top tip for the next few months then, is this – if you're buying a new machine, make sure it's at least a P-60, and if you have any spare cash left, make sure you buy memory. Just one year ago, 4MB was more than enough, but 8MB is already becoming the standard and I'd put money on 16MB being needed for the really good stuff in the next few months.

If you have any comments, contact us on the usual address, or get us on Compuserve PC Zone 100142, 2152

CANNON FODDER

AND

BENEATH A STEEL SKY

AVAILABLE FOR THE FIRST TIME ON CD-ROM DOUBLE VALUE PACK

AT AN UNBELIEVABLY LOW PRICE

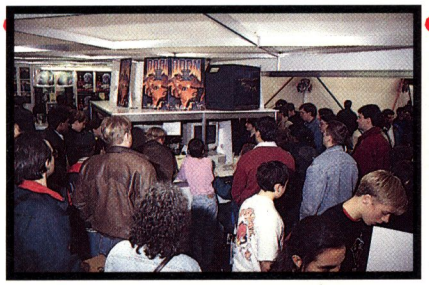


£49-99 SRP

Telstar DOUBLE VALUE GAMES

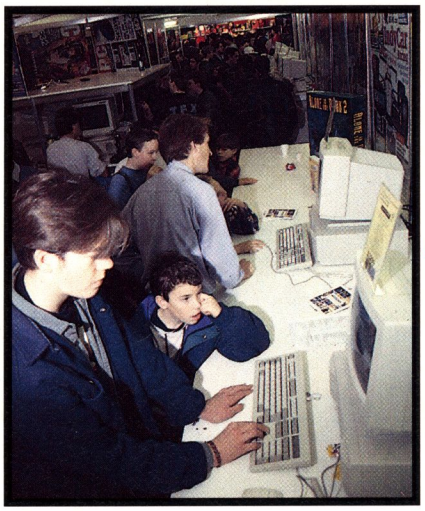
AVAILABLE FROM THE FOLLOWING OUTLETS: **PC WORLD, HMV, FUTUREZONE, GAME LTD., DIXONS, VIRGIN MEGASTORE, TOYS R US, WHSMITH, BEATTIES OF LONDON** and all good stores

Bulletin



(Right) The crowds were inexorably drawn to Doom 2.

(Below) Remember kids – don't look at the camera, smile and act naturally.

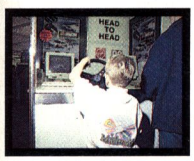


(Left) The Ed. and Dep. Ed. look on in bewildered delight after a lucky win playing Solitaire for Windows.

(Below) This young chap managed to thrash our Ad. Manager at NASCAR Racing, and he could only just see the screen.







CHRISTMAS COMPUTER SHOPPER SHOW REPORT

Nearly 40 thousand people crammed into the Christmas Computer Shopper Show last month in search of bargains, advice and, of course, games, games, games. Just about everyone popped into to see *PC Zone* at the LeisureZone, and try out some of the biggest new releases for themselves... and a fun time was had by all.

IF YOU WEREN'T amongst the 30-odd thousand people who crammed into a packed Olympia last month for the Christmas Computer Shopper Show, then shame on you. You missed out on a bargain-fest spectacular never seen before. You also missed the chance to indulge in a game-fest spectacular and a rare opportunity to try out some of the latest games for yourself, *before* parting with any cash.

The *PC Zone*-sponsored LeisureZone was packed out every day, with 24 Pentiums and approximately four million people, all jostling for a chance to check out *Inferno* from Ocean; *CyberWar* from SCI; Empire's *Dawn Patrol*; *Under a Killing Moon* and *World Cup Golf* from US Gold; *Klik & Play* from Europress, Infogrames' *Alone 2CD*, Merit's new 3D-basher *Dr Radiaki* and *Cyclemania* and *Death Gate* from Accolade.

Undoubtedly, one of the biggest crowd pullers was MicroProse's four-way network of *Falcon 3*, where would-be fighter pilots could hone their skills against our very own stick masters and take out a friend with a sidewinder using the latest Thrustmaster gear, courtesy of UK distributors, Paperlogic.

Not to be outdone, Virgin's head-to-head *NASCAR Racing* went down a storm, as armchair speed-freaks raced their mates in a desperate bid for pole position and take part in some opportune peer bashing by driving the wrong way around the track in an effort to cause the biggest pile up.

Doomski "v" Doomsters

The biggest single crowd puller was, without a doubt, Virgin's four-way *Doom 2* Deathmatch, which had *Doom*-sters, from up and down the country, pitting their skills in our massive *Doom*Master Competition. Our very own *Doom*ski, David "The Best" McCandless was there to take on all contenders, and some 550 or so Deathmatches and 2,000 frags later, David still retained his crown as UK *Doom*Master, with only two fellow *Doom*-sters managing to quosh "The Master" into a draw situation during a Deathmatch. The lucky two were, however, treated to a personalised thrashing when it came to trying their luck against the *Doom*King in a quite spectacular head-to-head, and they were escorted, heads hanging low, off the stand clutching their consolation "I didn't beat *PC Zone* at *Doom 2*" T-shirts and prizes. Better luck next time lads.

16 INTO 1 DOES GO...



...and at £49.99 R.R.P. it adds up to Great Value!



16 titles 10 CDs 1 pack

CD ROM

INTERACTIVE COLLECTION

VOLUME I

This exciting multimedia pack features a variety of genres including reference, sport, games, creative, recreation and utility, a must for all new PC CD-ROM owners and a worthy addition to existing users' libraries. A great entertainment package for all the family.

Kixx

BROUGHT TO YOU IN ASSOCIATION WITH

US GOLD · MINDSCAPE · MILLENNIUM · Music Sales NEW MEDIA · HI TECH · THE SOFTWARE TOOLWORKS · TIME WARNER · AI Andromeda Interactive · SIERRA · ACCESS · SEGA · CORE

THE ANIMALS: Copyright © 1992. The Software Toolworks, Inc. Copyright © 1992 Arrowitz, Inc. Copyright © 1992 Zoological Society of San Diego. All Rights Reserved. **WORLD ATLAS** Copyright © 1991-92 The Software Toolworks, Inc. All Rights Reserved. Copyright © 1989-92 Electromap, Inc. All Rights Reserved. © 1991-92, GLA KARTOR AB. **THE INTERACTIVE SPACE ENCYLOPEDIA** © Andromeda Interactive Ltd. All Rights Reserved. **WORLD CUP USA'94** All rights of the owners of the works produced reserved. Unauthorised copying, hiring, renting, public performance and broadcasting of this works prohibited. All Rights Reserved. **WINTER OLYMPICS** © LOOC 1991. © 1993 U.S. Gold Ltd. All Rights Reserved. U.S. Gold is a registered trademark of U.S. Gold Ltd. **JAMES POND 2: ROBOCOD** © 1991 Vectordean/Millennium. All Rights Reserved. **CURSE OF ENCHANTIA & THUNDERHAWK** © 1992 Core Design Limited. All Rights Reserved. **OUT RUN™** © SEGA 1986 Japan and Out Run™ and SEGA ® are trademarks of SEGA ENTERPRISES LTD. **PRINT & PAINT POWER** CD Collection Design © 1994 Hi Tech Entertainment. All Rights Reserved. Print Power Pro Plus © 1994 Hi Tech Entertainment. All Rights Reserved. Paint Power. Nexsoft Corporation. 1992, 1994. All Rights Reserved © 1994 TiMaker Co. All Rights Reserved, Worldwide. ClickArt and TiMaker are registered trademarks of TiMaker Co. **COMEDY CENTRAL** It's All Relative © 1994 Time Warner Interactive Group. All video material © 1994 HVD Downtown Productions and Comedy Partners. International rights secured. Not for broadcasting or transmission. All rights reserved. **MIDI MUSIC** Abba, Madonna, Michael Jackson, Phil Collins ©℗1994 Omnibus Records and Tapes. All rights of the record producer and the word reproduced reserved. Copying, public performance and broadcasting of this recording prohibited. For titles and copyright details please see manual. **LINKS THE CHALLENGE OF GOLF** © 1991 Access Software, Inc. All Rights Reserved. **JOHNNY CASTAWAY** © Sierra On-Line. All Rights Reserved. Licensed to KIXX. 1-4 Cuckoo Wharf, 427 Lichfield Road, Aston, Birmingham B6 7SS. All Rights Reserved. Tel: 0121 625 3311.

DISC

collectors

WIN!

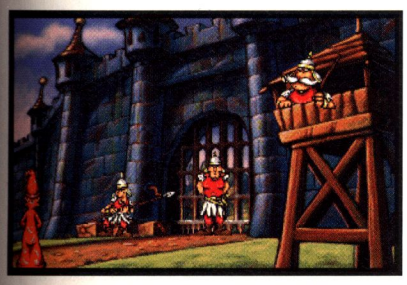


WORLD

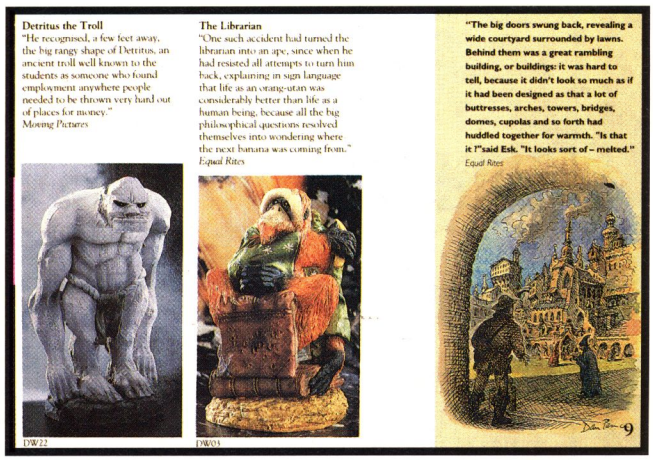
To celebrate the imminent launch of the superb *Discworld* point-and-click adventure, *Psygnosis* has teamed up with *PC Zone* to give away oodles upon oodles of lovely goodies.

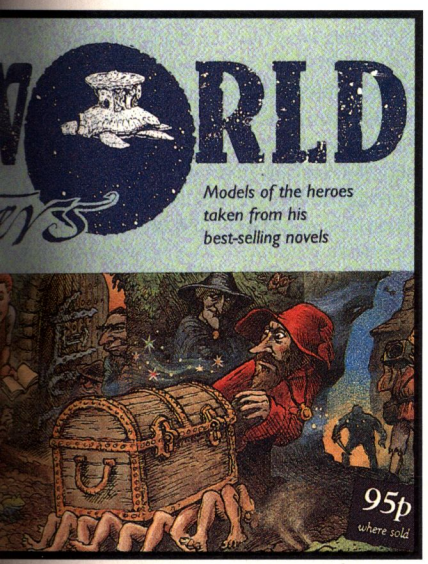
PICKING UP a massive score of 96 per cent in last month's exclusive review, *Discworld* (developed by Teeny Weeny games for the Psygys) is one of, if not *the*, best point-and-click adventure available for PC CD-ROM. Featuring the voice talents of Eric Idle, Tony Robinson and Jon Pertwee, the game combines the much-loved humour of the *Discworld* novels with an excellent puzzle-based adventure environment.

So what's up for grabs then? Well, if you're a *Discworld* loony (as so many of you seem to be) the prizes we here are splendid. The overall winner will receive a signed Josh Kirby print, as well as a signed copy of the latest *Discworld* novel, a set of six Clarecraft *Discworld* figures (you know, the super ones found in WH Smiths and bookshops), a copy of the game and a selection of pewter models of various *Discworld* characters. Ten lucky runners-up will receive a signed book and a copy of the game, which it must be noted, is currently only available on CD.











I Believe The World is Flat

To enter the competition all you have to do is answer the questions below. Send your entries to:

Discworld Competition
PC Zone
Dennis Publishing
19 Bolsover Street
London
W1P 7HJ

Name: .....

Address: .....

.....

.....

.....

.....

Question One:

***Discworld* was developed by which Croydon-based software house?**

- ☐ Hugely Enormous Games
- ☐ Teeny Weeny Games
- ☐ Mediumly Mediocre Games

Question Two:

Who plays the part of Rincewind in the game?

- ☐ Arnold Schwarzenegger
- ☐ Tim Curry
- ☐ Eric Idle

Question Three:

Who wrote the *Discworld* series of novels?

- ☐ Terry Pratchett
- ☐ Tom Clancy
- ☐ John Steinbeck

COVER DISK

Start the new year with a resounding bang with this month's coverdisk and make a resolution to never put another inferior demo on your machine again. On this month's floppy we've got the imaginatively titled (but very playable) *Cannon Fodder 2* demo, which should keep those pinkies twitching, whilst CD-ROM users can grab a sneak preview of some of the games destined to become classics in '95. There's something for everyone – so turn on, tune in and take it away...

HD Installation

To install the games on this month's HD, make the drive containing the disk current by typing A: **then type** Install. **Then simply follow the instructions within the game.**

Cannon Fodder 2 (Also on CD)

More point and click shoot 'em up mayhem and madness from the masters of the mini-sprite, Sensible Software courtesy of publishers Virgin.

Simply point and click where you want your motley foursome to march using your mouse and LEFT mouse button, whilst aiming and firing with the RIGHT. If you have any grenades or rockets (see box on top left of screen) click on them to make them active and press both buttons at once to aim and fire.

Basically, it's a case of shoot everything that moves (again) whilst keeping casualties to an absolute minimum. You can split up your squad by clicking on the squad-status panel on the left to send your men different ways in order to improve your chances of completing a mission and you can click on the map (at the bottom left of the screen) to find out where you have to go. Good luck troops!

Minimum System Requirements

386SX 4MB RAM VGA

Controls

Mouse

CD-ROM Installation

Insert the CD into your CD drive and make it current by typing D: **then type** PCZONE. **A menu will appear with the list of this month's CD demos – simply highlight the game you want to play using the cursor keys, press RETURN – follow the on-screen instructions and away you go.**

King's Quest 7

The latest (and greatest) *King's Quest* graphic adventure from Roberta Williams is bigger and better, and distinctly more "Disney" than ever. More cutesome and cuddly than a fluffy kitten eating a packet of Rolos, you play the role of "Sweetie" Rosella (you control her by using your mouse), you've accidentally fallen into a fantasy world (just like Alice). Before you can get back home you must befriend lots of fluffy little creatures, save the world and avoid anything that looks even remotely nasty, bad or wicked.

Minimum System Requirements

386DX 4MB RAM SVGA with *Windows 3.1* or higher (486DX 8MB RAM recommended)

CONTROLS

Mouse

Discworld

As featured on last month's floppy, this CD demo version of Tel's first venture into PC adventure land from Psygnosis, now includes speech, so you can hear the brilliant celebrity performances from the likes of Eric Idle, Jon Pertwee and Tony Robinson as you romp around the Discworld.

Thanks to the incredibly easy point-and-click interface, it's very easy to get into. Use your mouse to control Rincewind and simply point and click on things to look at them or use them. If you want to keep an object, just drag it into your luggage to keep it safe.

Minimum System Requirements

386DX 4MB RAM VGA

CONTROLS

Mouse

US Navy Fighters

The flight sim to beat all others, Electronic Arts' latest venture "skywards" boasts the very best in terms of graphics and gameplay, if you've got the hardware to handle it, that is. If you haven't, you can turn down the detail and still reach for the skies in this highly-detailed, flight-fest extravaganza.

As usual, there are more controls than you can shake a (joy) stick at, so cut out this month's keyboard overlay and away you go. What could be easier, eh?

Minimum System Requirements

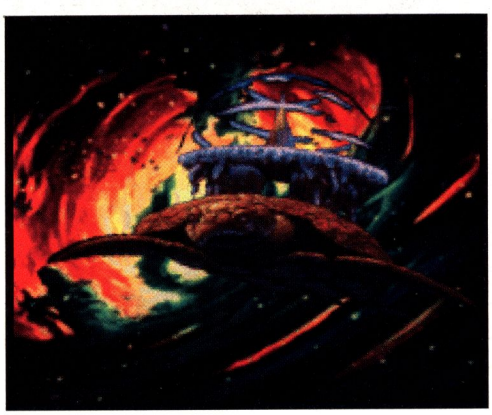
486SX 4MB RAM VGA (SVGA up to 1280 x 1024 resolution) Pentium and 8Mb RAM recommended.

CONTROLS

Keyboard/Joystick/Mouse

Cyberia

Hailed as a graphics-fest cornucopia of exceptional quality, if this game were a suit it would have "Savile Row" written all over it. We've included just a small shoot 'em section of Interplay's latest cinematic spectacular as a taster of what it's all about. If you liked *Rebel Assault* then you'll love this.



No CD?

If you're sitting reading this thinking "Simian shag pots, I've only got the HD version," then fear not, help is at hand in the form of Miles Tudor!

Simply phone **071 917 7693** between 10.30am and 6.00pm, and grumble to him that your local shop has run out of CD issues. No other bugger stocks the CD issue. The dog ate my homework etc., and Miles will help sort you out. Diamond geezer, eh?



Minimum System Requirements

386DX33 4MB RAM VGA (486 or better recommended)

CONTROLS

Joystick/Keyboard

Aladin

Disney's classic finally reaches the small (PC) screen courtesy of Virgin. Guide Aladin on this hop, skip and jump journey to the land of genies, silly beards and pointy slippers, swiping evil uncles with your sword as you go. Simply choose your controls via the options screen and you're off!

Minimum System Requirements

386SX 4MB RAM VGA

CONTROLS

Keyboard/Joystick

Noctropolis

Electronics Arts re-invent the superhero in this dark and moody graphic adventure. You (some ordinary bloke) are thrust into the mysterious world of Darksheer (no, not a new line in hosiery), hero of the night, where the men say "shit" and women flash their nipples (no, not *Baywatch*) and you have to find out who you are, where you're going and what you must do when you get there. True adventuring stuff really. Point, click, talk and be weird man.

Minimum System Requirements

486DX 4MB RAM VGA/SVGA

CONTROLS

Mouse

Ultimate Body Blows

Real two-player beat 'em up action cometh upon us courtesy of Team 17. You know the score, you know what you have to do, now go and do it and be tough.

Minimum System Requirements

386SX 4MB RAM VGA

CONTROLS

Joystick/Keyboard



Psycho Pinball

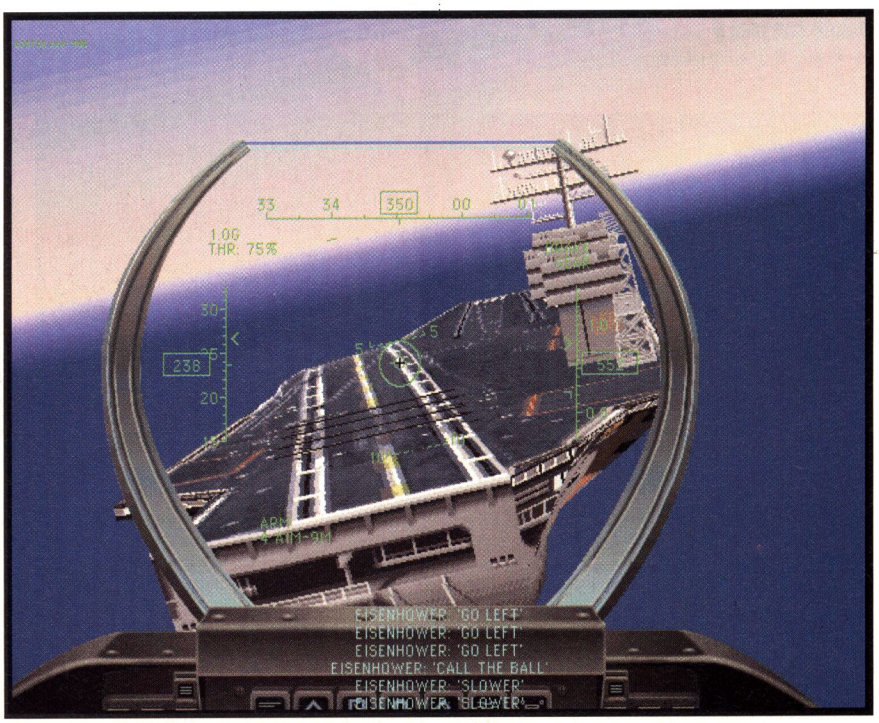
Supple wrists are not essential when playing this pinball classic, but razor-sharp reactions are. Follow the on-screen instructions for a flippin' good time and smash that hi-score table to smithereens courtesy of Codemasters.

Minimum System Requirements

386SX 4MB RAM VGA

CONTROLS

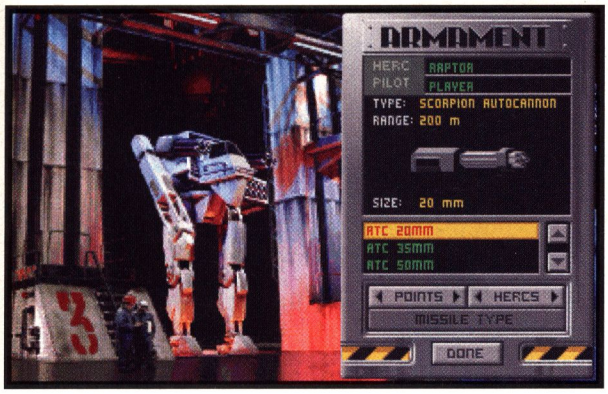
Keyboard



Minimum System Requirements

If you've got and MPC2 machine then you're laughin' aren't you. However, most programs will run on a 386SX with 4MB RAM, though some games will require up to 590k of base memory.

COVER DISK



Metaltech: Earthsiege

Stomp about in your very own iron-clad warrior with an attitude in Sierra's new earth shattering stomp and shoot 'em up with brains. Choose and arm your Cybrid and away you march in search of the enemy and glory in this stomptacular blend of action and strategy.

Minimum System Requirements

386DX 33 4MB RAM VGA

CONTROLS

Keyboard/Joystick (Thrustmaster)/Mouse

KEYBOARD CONTROLS

Arrow Keys (Forwards/Reverse/Left/Right)

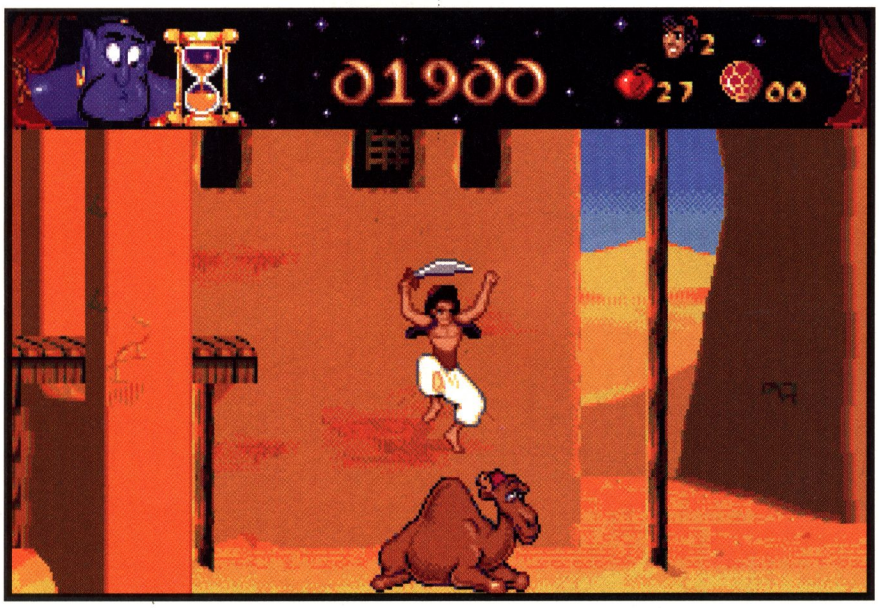
Readme.txt

Most of the demos on your disc will have a Readme.txt file which you should have a look at if you're having trouble loading in a game, setting up your sound card, configuring your joystick or you just want to know more about the game. If you're stuck then READ IT!

I/M/J/K	(Turret Up/Down/Left/Right)
Backspace	Turret Centre
F9/F10	Pan View Left/Right
F11	Mission Objectives
Escape	Return To Cockpit
V	External View On/Off
Tab	View/HERC Control
Space	Fire Current Weapon
T	Select Target
ALT + T	Auto Target Tracking On/Off
L	Link Weapon
] [	Increase/Decrease Front/Rear Shields
1 – 9	Select Corresponding Weapon
Q	Abandon Mission

Off the Boards

As usual, all the shareware as featured in this month's *Off the Boards* is on the disc – For instructions and general gist, give it a read.



HELP

Still can't get the blasted thing running? Tearin' your hair out? Thrown your keyboard out the window? Calm down now, it's only a game! Go and make yourself a nice cuppa tea, pick up the phone and speak to our help line – There, there, there...

HD DISK HELP

Phone Matthew on

0274 736990

Every week day between 9am and 4pm

CD–ROM HELP

Phone Miles Tudor on

071 917 7693

Every week day between 2pm and 6pm (Not Wednesdays)

N.B. No helpline available between 19th and 30th January.

(Sorry folks, but Miles needs a bit of a holiday – he's only human, you know!)

If possible, have your PC operating and near to the phone when you call. If you can't, write down as much as you know about your PC – Make/sound card/CD-ROM drive etc. Make sure you have a pen and paper handy when you ring to jot down any info.

Thanks for the memory

There are different ways of setting up the memory on your PC and different games need different setups. To change the way your PC's memory is set up you have to edit your CONFIG.SYS in DOS and REM out the appropriate line depending on whether the program uses XMS or EMS. If you have DOS 6.0 or later, the easiest way to do this is to type MEMMAKER **at the DOS prompt and say "Yes" to EMS if that's what the game needs or no if you want XMS. This has the added benefit of freeing up extra conventional memory automatically, too. If you're using an earlier version of DOS, go to the C: prompt and type:** edit config.sys. **Look for a line that reads:** device=c:\dos\emm386.exe **(if it's not there, type it in). If you need XMS, then add** NOEMS. **If you need EMS, go to the end of the line, type a space, and type** 1024 RAM, **or however much you need. If you get stuck, look at the Readme.txt file in the game or ring Miles on our helpline.**

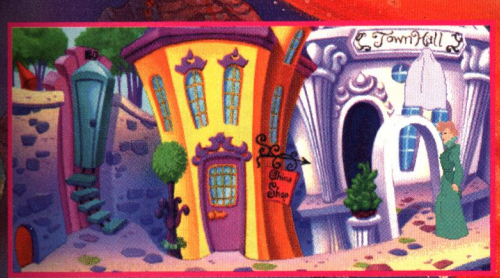
KING'S QUEST VII

«...Truly impressive»
PC FORMAT

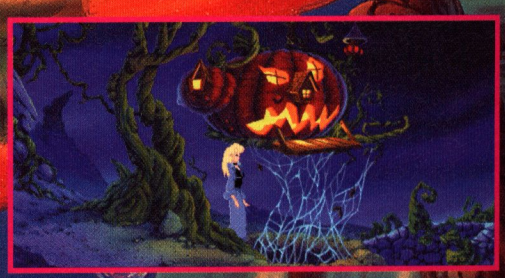
«Big, beautiful and better than ever»
PC ZONE

«...With Disney-style animated characters and settings that go way beyond anything else in the graphic adventure genre»
PC GAMER

Available on PC CD ROM Windows







SIERRA®

Ask for our free Multimedia Catalogue:
Sierra-on-line, 4 Brewery Court, Theale, Reading,
Berkshire, Tel. : (0734) 303171



MAGIC CARPET
33.99 CD



PREMIER MGR 3
21.99



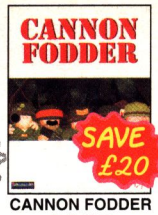
LITTLE BIG ADV.
33.99 CD



SENSIBLE SOCCER
5.99



THEME PARK
28.99 DISK OR CD



CANNON FODDER
14.99



TRANSPORT TYCOON
29.99 OR 28.99 CD



UNDER A KILLING MOON
36.99 CD



THE LION KING
20.99



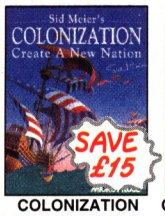
NASCAR
26.49 OR 26.99 CD



SAM AND MAX
18.99 OR 26.99 CD



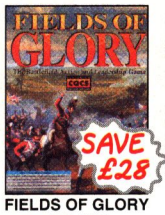
LEMMINGS 2
9.99



COLONIZATION
29.99 OR 28.99 CD



CANNON FODDER 2
23.49



FIELDS OF GLORY
16.99



TIE FIGHTER
29.99



CHAMP MGR COLL.
13.99



DOOM 2
32.99 OR 36.99CD



WORLD OF LEMMINGS
23.99 OR 25.99 CD



RISE OF THE ROBOTS
29.49 OR 31.49 CD

IMPORTANT - PLEASE NOTE
C = CGA (Colour Graphics Adaptor)
E = EGA (Enhanced Graphics Adaptor)
V = VGA (Video Graphics Array)
SV = Super VGA
286/386 = Min machine requirement
• = NEW Item
MB = Minimum requirement of RAM
HD = High Density
DUAL = 3.5" & 5.25" disks
RATED 18 - We only accepted faxed or postal orders. Please sign and state " I am over 18 "

PC 3.5" DISK GAMES

1942 - PACIFIC AIR WAR V/386/2MB 29.99
A-TRAIN E/V/386 ....11.99
A10 TANK KILLER V/386 ....11.99
ACES OF THE DEEP V/386 ....26.99
ACES OVER EUROPE V/386 • 29.99
AIR BUCKS V1.2 E/V/386 ....11.99
ALADDIN V/386/2MB 20.99
ALONE IN THE DARK 2 V/386/2MB 25.99
ALONE IN THE DARK H/D V/256C/386 ....16.99
ARCADE POOL V/386 ....12.99
ARCHER MACLEAN'S POOL V/256 ....7.99

AWARD WINNERS 3
(CIVILISATION, ELITE 2, LEMMINGS) V/386 • **23.99**

AWARD WINNERS GOLD
(SENSIBLE SOCCER, ELITE, JIMMY WHITES SNOOKER, ZOOL) V/386 ....**23.49**

B17 FLYING FORTRESS H/D V/256C/286 ....16.99
BADDIEL & SKINNER - FANTASY MANAGER V/286 • 21.99
BATTLE ISLE 2 V/386 ....24.99
BENEATH A STEEL SKY V/256C/386 ....26.99
BURNTIME V/486 • 20.99
CAESAR DELUXE V/386 ....11.99
CANNON FODDER 2 V/386/2MB 23.49
CANNON FODDER V/386 ....14.99
CHAMPIONSHIP MANAGER 93/94
(END OF SEASON DATA DISK) V/386 ....13.49
CHAMPIONSHIP MANAGER 93/94 V/386 ....9.99
CHAMPIONSHIP MANAGER COLLECTION
(93/94 + UPDATE DISK) V/386 ....13.99
CHAMPIONSHIP MANAGER ITALIA 93/94 V/386 19.99
- UPDATE DISK • 18.49
CIVILISATION E/V/286 ....22.99

CLASSIC COLLECTION - ACCESS
(LINKS GOLF, BOUNTIFUL, FIRESTONE, BAYHILL, PINEHURST) V/386 • **16.99**

CLASSIC COLLECTION - DELPHINE
(FLASHBACK, CRUISE FOR A CORPSE, ANOTHER WORLD, OPERATION STEALTH, FUTURE WARS) V/386 • **19.49**

CLASSIC COLLECTION - LUCAS ARTS
(MONKEY ISLAND, INDY JONES & THE LAST CRUSADE, LOOM, MANIAC MANSION, ZAK MCKRACKEN) V/386 • **19.49**
CLUB FOOTBALL - THE MANAGER V/386 ....21.99
COLONIZATION V/386/4MB 29.99

COMBAT CLASSICS 2
(SILENT SERVICE 2, F19 STEALTH FIGHTER, PACIFIC ISLAND) V/386 ....**23.49**

COMBAT CLASSICS 3 V/386 •
(HISTORYLINE, CAMPAIGN, GUNSHIP 2000) **23.99**

CORRUPTION E/286 ....4.49
COUNTDOWN (AS SEEN ON TV) V/386 ....17.49
DAVID LEADBETTER'S 3D GOLF V/256C/386/2MB 9.99
DAWN PATROL V/386/2MB 29.99
DAY OF THE TENTACLE V/256C/286 ....18.99
DESERT STRIKE V/386 ....21.99

DOOM 1 (GAME OF THE YEAR) V/386/4MB **24.99**
CAN BE PLAYED BY UP TO 8 PLAYERS ON A NETWORK OR ON TWO PC's CONNECTED BY NULL MODEM CABLE (SEE LEADS)

DOOM 2 V/386/4MB **32.99**

DREAMLANDS V/256C/286
(TRANSARCTICA, STORM MASTER, ISHAR) **10.99**

DUNGEON MASTER 2 V/386/2MB 26.99
EARTH SIEGE V/386/2MB • 26.49
ELITE 2 (FRONTIER) H/D E/V/386/2MB/NDS 14.99
ELITE PLUS E/V/286 ....5.99
EYE OF THE BEHOLDER E/V/286 ....12.49
EYE OF THE BEHOLDER 2 V/256C/286 ....12.49
EYE OF THE BEHOLDER 3 V/256C/386/2MB 12.99
F15 STRIKE EAGLE 3 V/256C/386/2MB 13.99
FIELDS OF GLORY V/256C/386/2MB 16.99
FIFA INTERNATIONAL SOCCER V/386 ....26.49
FORMULA 1 GRAND PRIX V/286/1MB 14.99
GOAL V/286 ....8.99
GRAHAM GOOCH CRICKET H/D V/286 ....21.99
GREAT NAVAL BATTLES V/386/2MB 11.99
GREAT NAVAL BATTLES 2 V/386/2MB 26.99
GUNSHIP 2000 V/286 ....14.99
HOKUM (WEREWOLF) KA-50 V/386/2MB 26.99
INDY JONES FATE OF ATLANTIS ADV. V/256C/386 18.99

INDY CAR RACING H/D V/386/2MB 19.99
- TRACK DATA DISK H/D V/386/2MB 13.99
JINXTER E/286 ....4.49
JUNGLE STRIKE V/386 ....21.99
KING'S QUEST 7 V/486/4MB • 26.49
KNIGHTS OF THE SKY C/E/V/286 ....12.49
LEISURE SUIT LARRY 6 V/256C/386/2MB 26.99
LEMMINGS C/E/V/286 (DUAL) 9.49
LEMMINGS 2 H/D V/286 ....9.99
LINKS 386 PRO H/D V/256C/SV/386/2MB 29.99
LION KING V/386 ....20.99
LODE RUNNER (WINDOWS) V/386 • 23.99
LORDS OF THE REALM V/386 ....24.99
LOTUS 3 H/D V/256C/286 ....22.99

LUCAS ARTS TRIPLE PACK VOL1 V/256C/386
(X-WING, B-WING, IMPERIAL PURSUIT) • **29.49**

LUCAS ARTS TRIPLE PACK VOL2 V/256C/386
(INDY - FATE OF ATLANTIS, DAY OF THE TENTACLE, SAM & MAX HIT THE ROAD) • **36.99**

MASTER OF MAGIC V/386 ....29.99
MASTERS OF ORION V/386/2MB 29.99
MICRO MACHINES V/386 ....19.99
MONOPOLY E/V/286 ....22.99
MORTAL KOMBAT V/386 ....19.99
MR BLOBBY V/386 ....13.99
NASCAR V/386/2MB 26.49
NEW WORLD OF LEMMINGS V/386 ....23.99
ON THE BALL - LEAGUE EDITION V/386 ....21.99
ON THE BALL - WORLD CUP EDITION V/386 21.99
OUT POST V/256C/486 ....26.99
OVERLORD V/486 ....29.99
PINBALL FANTASIES H/D V/386 ....23.99
PIRATES GOLD V/256C/386 ....13.99
POLICE QUEST 3 E/V/386 ....12.99
POPULOUS & SIM CITY C/E/V/286 ....18.99
POPULOUS 2 V/286 ....11.99
PREMIER MANAGER 2 V/386 ....7.99
PREMIER MANAGER 3 V/386/2MB • 21.99
PREMIER MANAGER H/D V/286 ....6.99
PRINCE OF PERSIA 2 V/386/2MB 26.49
PSYCHO PINBALL V/386 • 21.99
QUARANTINE V/486/4MB • 24.49
RAILROAD TYCOON DELUXE V/SV/386 ....26.99
RAILROAD TYCOON E/V/286 ....9.99
RISE OF THE ROBOTS V/386/4MB • 29.49
RISE OF THE TRIAD V/486/4MB. • 25.49
CAN BE PLAYED BY UP TO 20 NETWORKED
PLAYERSRORKE'S DRIFT E/V/286 ....8.99
SAM & MAX HIT THE ROAD V/386/2MB 18.99
SCRABBLE (US GOLD) E/V/286 ....19.99
SEAL TEAM V/386 ....9.99
SECRET OF MONKEY ISLAND H/D V/256C/286 12.49
SECRET OF MONKEY ISLAND 2 V/256C/286 12.99
SECRET WEAPONS OF THE LUFTWAFFE E/V/386 12.99
SENSIBLE SOCCER - INTN'L EDITION V/386 15.49
SENSIBLE SOCCER V/256C/286 ....5.99
SETTLERS E/V/386 ....24.99
SILENT SERVICE 2 E/V/286 ....11.99
SIM CITY 2000 SV/386/4MB 26.99
SIM CITY 2000 SCENARIOS VOL 1 ....12.99

SIM CLASSICS 3 IN 1 E/V/286/2MB
(SIM CITY CLASSIC, SIM LIFE, SIM ANT) **23.99**

SIMON THE SORCERER 2 V/386/2MB 24.99

SPACE LEGENDS
(WING COMMANDER, MEGATRAVELLER, ELITE PLUS) H/D E/V/286 ....**11.99**

SPEAR OF DESTINY V/256C/386 ....9.99
SPEEDBALL 1 & 2 V/286 ....9.99

SPORTS MASTERS
(PGA GOLF, INDY 500, ADVANTAGE TENNIS, EUROPEAN CHAMPIONSHIP'S 1992) E/V/386 **11.99**

STAR TREK 2 V/256C/386 ....29.99
STREETFIGHTER 2 V/256C/286/1MB 11.49
STRIKE COMMANDER DATA DISK 12.99
SUB WAR 2050 V/386 ....29.99
SUBWAR 2050 DATA DISK V/386 ....11.99
SYNDICATE DATA DISK V/256C/386/4MB 14.99
SYNDICATE V/256C/386/4MB 28.99
SYSTEM SHOCK V/386/4MB 28.99
TACTICAL MANAGER - ENGLISH LEAGUE E/V/386 23.99
TETRIS - 7 COLOURS E/V/386 ....17.49
TFX V/386/2MB 29.99
THE BLUE & THE GREY V/286 ....24.99

THE GREATEST E/V/386
(SHUTTLE, LURE OF THE TEMPTRESS, DUNE) **14.99**

THEME PARK V/386/4MB 28.99
TIE FIGHTER V/486/4MB 29.99
TIE FIGHTER DATA DISK
DEFENDER OF THE EMPIRE • 15.49
TRANSPORT TYCOON V/386/4MB 29.99
TRIVIAL PURSUIT DELUXE E/V/286 ....11.49
UFO - ENEMY UNKNOWN V/386/4MB 29.99
ULTIMA 8 - PAGAN V/386/4MB 19.49
ULTIMA UNDERWORLD 2 V/256C/386/2MB 26.99
ULTIMA UNDERWORLD V/256C/386/2MB 11.99
WACKY WHEELS 3D V/386/4MB • 24.49
WARLORDS 2 V/386/2MB 29.49
WOLFSTEIN 3D V/386 ....15.99

WORLD CUP YEAR 94
(GOAL, CHAMP MANAGER 94 + DATA DISK, STRIKER, SENSIBLE SOCCER) V/386 ....**17.99**

X-WING H/D V/256C/386 ....28.99
X-WING DATA DISK (B-WING) 16.49
X-WING DATA DISK (IMPERIAL PURSUIT) 15.49

PC CD ROM GAMES

11TH HOUR (18) V/256C/486/4MB 36.99
1942 - PACIFIC AIR WAR V/386/2MB 29.99
7TH GUEST V/256/386/2MB 31.99
ACES OF THE DEEP V/386 • 26.49

AMERICA'S GREATEST
(101 SHAREWARE GAMES) E/V/386/2MB **16.99**

ARMOURED FIST V/386/4MB 29.99

AWARD WINNERS 3
(CIVILISATION, ELITE 2, LEMMINGS) V/386 • **23.99**

BADDIEL & SKINNER - FANTASY MANAGER V/286 •21.99
BATTLE BUGS V/386 • 26.49
BATTLE ISLE 2 V/386/4MB 29.99
BENEATH A STEEL SKY V/256C/386 ....27.99
BETRAYAL AT KRONDOR V/256C/386 ....31.99

BITMAP BROS COLLECTION
(GODS, MAGIC POCKETS, SPEEDBALL 2, XENNON 2, CADAVER) V/386 • **22.49**

BLOODNET V/256C/386 ....25.99
BUZZ ALDRIN'S - RACE INTO SPACE V/386/4MB 27.99
CASTLES 2 V/386/2MB 27.99

CHALLENGE PACK
(EPIC, F29, PUSH OVER, ROBOCOP 3, MIGHT & MAGIC 2, CONTRAPTIONS, D-GENERATION, PAPERBOY 2, CHESSMASTER 2100) E/V/386 ....**25.99**

COLONIZATION V/386/4MB • 28.99
COMANCHE - MAXIMUM OVERKILL V/386/4MB31.49

COMBAT CLASSICS 3 V/386 •
(HISTORYLINE, CAMPAIGN, GUNSHIP 2000) **23.99**

CREATURE SHOCK V/486/4MB 31.99
CYBERIA V/256C/386/2MB • 33.99
CYCLEMANIA V/386/2MB • 26.49
DARK FORCES V/486/4MB • 36.99
DARK LEGIONS V/256C/386 ....23.99
DAWN PATROL V/386/2MB 31.49
DAY OF THE TENTACLE V/256C/286/2MB 26.49
DESERT STRIKE V/386 ....21.99
DISCWORLD V/386/2MB 33.49
DOOM 2 V/386/4MB 36.99
DUNGEON MASTER 2 V/386/2MB 27.99
EARTH SIEGE V/386/2MB • 28.99
ECSTATICA V/386/4MB 33.49
ELITE 2 (FRONTIER) H/D E/V/386/2MB/NDS 14.99
F14 FLEET DEFENDER V/386/4MB 29.99
F15 STRIKE EAGLE 3 V/386/2MB 13.99
FABLES & FIENDS PART 2 V/256C/386/2MB 31.99
FABLES & FIENDS PART 3 V/486/4MB 25.49
FALCON GOLD V/386/4MB 29.99
FIFA INTERNATIONAL SOCCER V/386 ....25.99
GABRIEL KNIGHT V/256C/386/4MB 29.99
GREAT NAVAL BATTLES 2 V/386/2MB 26.49

GREMLIN COMPILATION VOL 1
(ZOOL, LOTUS 3, NIGEL MANSELL'S) V/386 ....**16.99**

INDY JONES FATE OF ATLANTIS V/256C/386 26.99
INFERNO V/486/4MB 33.99

INTERPLAY TENTH ANNIVERSARY ANTHOLOGY
(OUT OF THIS WORLD, STAR TREK - 25TH ANNIVERSARY, CASTLES, LORD OF THE RINGS, BATTLECHESS, DRAGON WARS, WASTELAND, BARD'S TALE, TASS TIMES, MINDSHADOW) V/286 **33.99**

KING'S QUEST 7 V/486/4MB • 28.99
KING'S QUEST COLLECTION
(KING'S QUEST 1 TO 6) V/386/4MB • 29.49
LANDS OF LORE V/386/4MB 29.99
LAWNMOWER MAN V/256C/386/2MB 29.99
LEISURE SUIT LARRY 6 V/256C/386/2MB 26.49
LEISURE SUIT LARRY COLLECTION
(VERSIONS 1 TO 5) V/386 ....29.99
LEMMINGS 1 & 2 E/V/286 ....19.99
LITIL DIVIL V/256C/386 ....17.99
LITTLE BIG ADVENTURE V/486/4MB • 33.99
LORDS OF MIDNIGHT V/386/2MB 23.99
LOVERS GUIDE V/256C/386 ....22.99
MAGIC CARPET V/486/4MB • 33.99
MASTER OF MAGIC V/386 • 28.99
MEGA RACE V/256C/486 ....26.49
METALTECH V/486 • 28.99
MYST (WINDOWS) V/486/4MB 32.99
NASCAR V/386/2MB • 26.99
NEW WORLD OF LEMMINGS V/386 ....25.99
NOCTROPOLIS V/486/4MB • 33.99
NOVASTORM V/386/2MB 33.49
OUT POST V/256C/486 ....31.99
PGA TOUR GOLF 486 V/486/4MB 34.49
PINBALL DREAMS DELUXE V/386/4MB 23.99
PINBALL ILLUSIONS V/386/4MB 23.99
POLICE QUEST 4 V/256C/386 ....29.99
POWER RANGERS V/386/2MB • 26.99
POWERDRIVE V/386/2MB 19.99
PRIVATEER V/256C/386/4MB 33.99
REBEL ASSAULT V/256C/386/4MB 31.99
RISE OF THE ROBOTS V/386/4MB • 31.49
RISE OF THE TRIAD V/486/4MB. • 29.99
CAN BE PLAYED BY UP TO 20 NETWORKED
ROBOCOP 3 & DUNE E/V/286 ....15.99
SAM & MAX HIT THE ROAD V/256C/386/4MB 26.99
SIM CITY 2000 + DATA DISK SV/386/4MB • 31.99
SIM CITY 2000 SV/386/4MB 31.99
SIMON THE SORCERER H/D V/256C/386 ....27.99
SPACE QUEST COLLECTION
(SPACE QUEST 1 TO 5) V/386/4MB • 29.49

STAR TREK -
25TH ANNIVERSARY E/V/256C/386/2MB **34.99**
THE NEXT GENERATION V/486/4MB **31.99**

STONE KEEP V/256C/386/2MB • 33.99
STRIKE COMMANDER V/256C/386/4MB 32.49
SUB WAR 2050 V/256C/386 ....29.99

SUPER ARCADE GAMES.
OVER 100 OF THE BEST ARCADE GAMES ON ONE COLLECTION CD, INCLUDES DOOM, DUKE NUKEM II, EPIC PINBALL, JETPACK, SPEAR OF DESTINY PLUS MANY MORE V/386 ....**19.99**

SYNDICATE V/256C/386/4MB 32.49

TELSTAR DOUBLE PACK
7TH GUEST AND DUNE V/256C/486 ....**34.99**

TFX V/256C/386/4MB 34.99
THEME PARK V/386/4MB 28.99
TRANSPORT TYCOON V/386/4MB • 28.99
UFO - ENEMY UNKNOWN V/386/4MB 29.99
UNDER A KILLING MOON V/256C/386 ....36.99
US NAVY FIGHTERS V/486/4MB 33.99
VOYEUR V/386/2MB (18) 27.99
WHO SHOT JOHNNY ROCK? V/256C/286 ....29.99
WILD BLUE YONDER V/386/4MB 27.99
WING COMMANDER 3 SV/486/8MB 39.99
WING COMMANDER AND ULTIMA 6 V/256C/38614.99
WING COMMANDER ARMADA V/386/2MB 28.99
WORLD CUP GOLF V/386/4MB • 31.49

X-WING COLLECTION
(X-WING, B-WING, IMPERIAL PURSUIT + 6 NEW LEVELS) V/256C/386 • **34.49**

ZOOL 2 V/386 ....21.99

PC CD ROM HOME AND INTERACTIVE

BIG GREEN DISK V/386/4MB
A COMPLETE CD-ROM DEVOTED TO THE ENVIRONMENT **29.99**

CLIPART HEAVEN 2
OVER TEN THOUSAND 300+ DPI HI-RES GRAPHIC IMAGES FOR USE IN YOUR OWN CREATIONS AND DESIGNS. FORMATS INCLUDE PCX, TIFF, CDR AND BMP (MONO) **28.99**

COMPLETE WINDOWS SET CD (COLLECTORS EDITION) V/386
HUNDREDS OF EXCELLENT GAMES, UTILITIES, AND APPLICATIONS, MANY VERY PROFESSIONAL PROGRAMS, VOICE RESPONSE MENU SYSTEM TALKS YOU THROUGH **19.99**

DESIGNER FONTS FOR WINDOWS CD WIN3.1V/386
OVER 400 TRUE TYPE AND POSTSCRIPT FONTS, ALL DIFFERENT HIGH QUALITY STYLES **19.99**

DISTANT SUNS V2.0 FOR WINDOWS V/386/2MB
FULLY ACCURATE PLANETARIUM. ENHANCED VERSION INCLUDING SPECIAL SHOEMAKER-LEVY 9 COLLISION UPDATE AND AN EXTRA 1,500 PICTURES OF PLANETS AND STARS TAKEN BY HUBBLE **79.99**

GHOSTS. AN INCREDIBLE ADVENTURE GAMEPLAY AND CONTENT BASED INTERACTIVE EXPERIENCE STARRING CHRISTOPHER LEE. V/386 ....**29.99**

ITN WORLD NEWS 1993 V/256/486/4MB
A COMPLETE LOOK BACK AT THE YEARS NEWS. VIDEO FOOTAGE, AUDIO REPORTS, PICTURES AND MAPS. FREE ITN WORLD NEWS 1992 WHILE STOCKS LAST **29.99**

JFK - ASSASINATION (RATED 15) V/256C/386
FULL MOTION VIDEO CLIPS AND ARCHIVAL INFORMATION **34.99**

KLIK AND PLAY ENHANCED FOR WINDOWS V/386/4MB •
EASY TO USE GAMES DESIGNER. CREATE BRILLIANT GAMES IN JUST A FEW MINUTES. ENHANCED CD ROM VERSION CONTAINS EXTRA SOUNDS, GRAPHICS AND GAMES **31.99**

MICROSOFT ART GALLERY FOR WINDOWS WIN3.1/386/4MB/HD
OVER 2,000 OF THE MOST NOTABLE PAINTINGS IN THE WORLD BY ARTISTS SUCH AS D'VINCI AND VANGOGH, INCLUDES A HISTORY OF EACH TITLE **39.99**

MICROSOFT BOOKSHELF FOR WINDOWS WIN3.1/386/4MB/HD
A COLLECTION OF 7 BEST SELLING REFERENCE BOOKS INCLUDING ENCYCLOPEDIA, DICTIONARY, ATLAS, THESAURUS, ALMANAC AND QUOTATIONS. POWERFUL SEARCH FACILITIES **74.99**

MICROSOFT CINEMANIA FOR WINDOWS WIN3.1/386/4MB/HD
A GUIDE TO OVER 19,000 MOVIE GREATS, INCLUDES CAST LISTS, REVIEWS, QUOTES AND ACTUAL SCENES FROM SOME ALL-TIME CLASSIC FILMS. POWERFUL SEARCH FACILITIES **39.99**

MICROSOFT DANGEROUS CREATURES FOR WINDOWS V/386/4MB
OVER 1000 ARTICLES & 100 VIDEO CLIPS OF WILD ANIMALS **39.99**

MICROSOFT DINOSAURS FOR WINDOWS V/386/4MB
INFORMATION AND ILLUSTRATIONS OF OVER 80 DINOSAURS **39.99**

MICROSOFT ENCARTA FOR WINDOWS WIN3.1/386/4MB/HD
HUGE ENCYCLOPEDIA WITH TEXT, GRAPHICS, PHOTOGRAPHS, MAPS, MOVIES AND SOUND. POWERFUL SEARCH **74.99**

MICROSOFT GOLF V/256C/386 ....**34.99**

MICROSOFT MUSIC V/386/4MB
WATCH ANDLISTEN TO A COMPLETE PERFORMANCE WITH OPTIONAL COMMENTARY
MICROSOFT MUSIC - **BEETHOVEN** FOR WINDOWS. V/386/4MB **39.99**
MICROSOFT MUSIC - **MOZART** FOR WINDOWS. V/386/4MB **39.99**
MICROSOFT MUSIC - **SCHUBERT** FOR WINDOWS. V/386/4MB **39.99**
MICROSOFT MUSIC - **STRAUSS** FOR WINDOWS. V/386/4MB **39.99**
MICROSOFT MUSIC - **STRAVINSKY** FOR WINDOWS **39.99**

MICROSOFT MUSICAL INSTRUMENTS FOR WINDOWS V/386/4MB
INFORMATION ON OVER 200 MUSICAL INSTRUMENTS PLUS 2000 SOUND SAMPLES **39.99**

MY FRIEND FEAR (ALL AGES) V/386
A HUMOROUS LOOK AT THE VARIOUS PHOBIAS AND FEARS THAT WE ENCOUNTER THROUGHOUT OUR LIVES **24.99**

NEW DICTIONARY OF THE LIVING WORLD (ENCYLOPEDIA)
A COMPLETE REFERENCE TO ALL THINGS LIVING.
WITH SOUND, 650 PHOTOGRAPHS, 100 VIDEO CLIPS AND 200 MAPS. V/256/486/4MB **32.99**

VIRUS KILLER PROFESSIONAL **19.99**

VISTA PRO CD FOR DOS V/386/4MB
LANDSCAPE GENERATION ENGINE INCLUDING MAKEPATH FLIGHT DIRECTOR TO FLY THROUGH YOUR VIRTUAL SCENERY **74.99**

XPLORA 1 - PETER GABRIEL
AN INTERACTIVE MUSICAL EXPERIENCE BASED ON AND HOSTED BY PETER GABRIEL. INCLUDES LOTS OF VIDEOS, PUZZLES, PICTURES AND MUSIC • **39.99**

PC CD ROM EDUCATIONAL

EAGLE EYE MYSTERIES CD (4-11) V/386/4MB
GRAPHIC/EDUCATIONAL ADVENTURE ENHANCED FOR CD **37.99**

KLIK AND PLAY ENHANCED FOR WINDOWS (ALL AGES) **31.99**

MARIO IS MISSING CD (ALL AGES) V/256C/386
GEOGRAPHY GAME **19.99**

MICROFRENCH CD (8 TO ADULT) V/386/4MB
WITH SPEECH AND VIDEOS. WITH GCSE PHRASE BOOK **26.99**

TWINS IN TROUBLE (5-7). EDUCATIONAL ADVENTURE. V/386 ....**24.99**

PC 3.5" DISK HOME SELECTION

10 OUT OF 10 - DRIVING TEST (16+) (V/286/1 MB) **19.99**

BBC GARDENERS WORLD 3D GARDEN DESIGNER E/286 ....**16.99**

FLYING FINGERS COMPLETE TYPING TUTOR E/V/286 ....**25.99**

GRANADA TV HOUSESTYLE 3D INTERIOR DESIGNER V/286/HD **17.99**

KLIK AND PLAY FOR WINDOWS (ALL AGES) V/386/4MB **27.99**

QEMM V.7 GAMEPAQ WITH 2 FREE GAMES
MEMORY MANAGEMENT FOR DOS AND WINDOWS. INCLUDES PRIVATEER AND SHADOWCASTER GAMES. V/386/4MB **65.99**

QEMM V.7.5 ENHANCED MEMORY MANAGEMENT
FOR DOS AND WINDOWS V/386/4 MB **71.99**

STARWARS SCREEN ENTERTAINMENT FOR WINDOWS.
WIN3.1/386/4MB **22.99**

STEREO WORLD 3D FOR DOS V/286/640K. CREATE, VIEW, ANIMATE AND PRINT STUNNING 3D STEREOGRAM IMAGES **24.99**

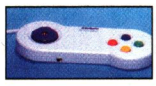
PC JOYSTICKS & MICE



CH FLIGHT STICK
(ANALOGUE, 15 PIN)
35.99



GRAVIS JOYSTICK
ANALOGUE, 15 PIN
29.99



GRAVIS ADVANCED GAME PAD
21.99



HAWK JUNIOR
(ANALOGUE, AUTOFIRE,15 PIN)
10.99



FLIGHTSTICK PRO
(ANALOGUE, 15 PIN) FOUR INDEPENDANT FIRE BUTTONS, THROTTLE CONTROL, BUILT-IN MINI JOYSTICK **59.99**



PC OPTIX JOYSTICK
FOR PC (OPTICAL, ANALOGUE/DIGITAL SWITCHABLE, 15 PIN)
26.99



PHASE 9 PHANTOM 2 JOYPAD FOR PC DIGITAL + AUTOFIRE & SLOW MOTION, 15 PIN)... **15.99**



QUICKSHOT 123 WARRIOR 5
(ANALOGUE,15 PIN)
11.99



QUICKSHOT 201 SUPER WARRIOR 5
(ANALOGUE, AUTOFIRE 15 PIN) **14.99**



SAITEK MEGASTICK 3
(DIGITAL,15 PIN)... **8.99**



SAITEK MEGAGRIP 3
(ANALOGUE, AUTOFIRE 15 PIN) **12.99**



SAITEK MEGAGRIP 8
(ANALOGUE, AUTOFIRE, 15 PIN) 4 FIRE BUTTONS WITH LED...**15.99**



MOUSE MAT WITH SPONGE BACKING
4.99



EKLIPSE MOUSE
290-2900 DPI VARIABLE RESOLUTION, 3 BUTTON MICROSWITCHED, LONG CORD...**10.99**



WESTERN DIGITAL MOUSE FOR PC 290-2900 DPI VARIABLE RESOLUTION, 3 BUTTON MICROSWITCHED AND LONG CORD. **10.99**

PANASONIC 3DO + PALM SPRINGS GOLF... 385.99 ATARI JAGUAR + CYBERMORPH...179.99 SEGA 32X EXPANSION FOR MEGADRIVE...149.99 AMIGA CD32 CRITICAL ZONE PACK + MICROCOSM, CANNON FODDER, LIBERATION, PROJECT X, ULT BODY BLOWS, OSCAR & DIGGERS...220.00

WE DO NOT SUPPLY LOW RESOLUTION 0.39 DOT PITCH MONITORS OR INADEQUATE 512K GRAPHICS CARDS WITH ANY OF OUR PCS. ALL OUR MONITORS ARE HI-RES 0.28 DOT PITCH AND OUR GRAPHICS CARDS HAVE A MINIMUM OF 1 MEGABYTE VIDEO RAM

FULL MOTION VIDEO

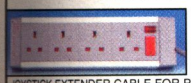
WE STOCK A GOOD RANGE OF DIGITAL VIDEO CD's

REAL MAGIC LITE FMV MPEG CARD FOR PC ... 259.99
FULL MOTION VIDEO ALLOWS FULL SCREEN PLAYBACK OF DIGITAL VIDEO CD'S (MOVIES OR MUSIC VIDEO) AND PLAYS SOFTWARE WHICH INCORPORATES VIDEO FOOTAGE. REQUIRES 386 WITH 25 MHZ CPU OR BETTER, 2 MB OF FREE RAM, VGA OR SVGA GRAPHICS CARD WITH STANDARD VESA FEATURE CONNECTOR, SOUND BLASTER COMPATIBLE SOUND CARD WITH LINE INPUT AND PANASONIC CR562B, CREATIVE 563 OR SONY CDU33A033 CD ROM DRIVE. INCLUDES FMV CARD, THE HORDE (REAL MAGIC VERSION WITH QUALITY VIDEO SEQUENCES), INSTALLATION SOFTWARE FOR DOS AND WINDOWS, DEMO CD AND ALL NECESSARY CABLES

ETHERNET

ETHERNET CARD FOR PC. FOR THIN ETHERNET. INCLUDES T-PIECE ... 59.99
(READY MADE ETHERNET CABLING ALSO STOCKED)

LEADS



ANTI-SURGE 4 WAY MULTIPLUG EXTENSION LEAD ... 22.99

ANTI-SURGE PLUG ... 12.99

JOYSTICK EXTENDER CABLE FOR PC (2 METRES, 15 PIN) ... 9.99
JOYSTICK SPLITTER FOR PC (15 PIN). 2 JOYSTICKS TO 1 PORT ... 10.99
MAINS CABLE - PC BASE UNIT TO MONITOR ... 7.99
MIDI CABLE - SOUND BLASTER TO MIDI KEYBOARD. MIDI IN, OUT & THRU 19.99
MONITOR EXTENDER CABLE FOR VGA/SVGA PC (2 METRES) ... 10.99
NULL MODEM ADAPTOR (25 PIN CABLE TO 9 PIN PORT) ... 6.99
NULL MODEM ADAPTOR (9 PIN CABLE TO 25 PIN PORT) ... 6.99

NULL MODEM CABLE (9 PIN) ... 9.99
NULL MODEM CABLE (25 PIN) ... 9.99
(CONNECTS TWO PC's FOR HEAD-TO-HEAD PLAYING ON CERTAIN GAMES E.G. DOOM 1 & 2, KNIGHTS OF THE SKY, F1 GRAND PRIX AND FLIGHT SIM 5)

PARALLEL DATA TRANSFER CABLE FOR USE WITH DOS 6.x INTERLINK UTILITY ... 10.99
HI-FI LEAD - PC SOUND CARD TO HI-FI LEAD (2 METRES, JACK TO 2 PHONO) 7.99
PRINTER LEAD (PARALLEL) 1.5 METRES FOR AMIGA, ST OR PC ... 5.99

SCANNERS WITH OCR



MUSTEK GREY ARTIST HAND SCANNER FOR PC ... 89.99
800 DPI HIGH QUALITY RESOLUTION. 256 GREYSCALES. SCANKIT, EYE PHOTO AND PERCEIVE OCR SOFTWARE

MUSTEK COLOUR ARTIST HAND SCANNER FOR PC ... 149.99
400 DPI HIGH QUALITY RES. 16.7 MILLION COLOURS. SCANKIT, EYE PHOTO AND PERCEIVE OCR SOFTWARE

GAMES CARDS

QUICKSHOT 113S PC GAMES CARD + JOYSTICK ... 17.99
TWIN PORT PC GAMES CARD WITH 113S PC ANALOGUE JOYSTICK (15 PIN)

QUICKSHOT 163 SMART GAMES CARD FOR PC ... 12.99
2 X 15 PIN JOYSTICK PORTS, CLOCK SPEED DETECT/SELECT, HOT KEY TUNING, SOFTWARE SELECTABLE. COMPATIBLE WITH 386 & 486

SOUND CARDS

GRAVIS ULTRASOUND MAX SOUND BOARD FOR PC (386+) ... 164.99
16 BIT STEREO SAMPLING AND PLAYBACK FROM 5 TO 48 KHZ, 32 VOICES, 3 CD-ROM INTERFACES, 3D HOLOGRAPHIC SOUND CAPABILITY, AUDIO UTILITY SOFTWARE. SOUND BLASTER COMPATIBLE

MEDIAVISION PROSONIC 16 SOUND BOARD FOR PC ... 59.99
16 BIT STEREO SAMPLING AND PLAYBACK FROM 4 TO 44 KHZ. SOUND BLASTER PRO COMPATIBLE. INCLUDES PANASONIC CD-ROM INTERFACE AND AUDIO UTILITY SOFTWARE

PC VALUE STARTER PACK ... 64.99
SOUND BLASTER V.2 COMPATIBLE 8 BIT SOUND CARD WITH QS123 WARRIOR 5 JOYSTICK AND QS825 SOUNDMATE 4 SPEAKERS

SOUND BLASTER 16 SOUND CARD BUNDLE FOR PC ... 89.99
16 BIT STEREO SOUND CARD. SAMPLING AND PLAYBACK FROM 4 TO 44.1 KHZ. COMPREHENSIVE UTILITY SOFTWARE TO EDIT, MIX, RECORD AND PLAYBACK COMPOSITIONS. INCLUDES PANASONIC CD ROM INTERFACE

SOUND BLASTER AWE32 SOUND CARD FOR PC ... 224.99
32 VOICES, 512K RAM, 3 CD-ROM INTERFACES. CD QUALITY STEREO SAMPLING AND PLAYBACK FROM 5 TO 44 KHZ, ADVANCED WAVE EFFECTS WITH 16 CHANNELS, 128 INSTRUMENTS AND 6 DRUM KITS. 10 AUDIO UTILITIES

SOUND BLASTER V.2 SOUND BOARD FOR PC ... 49.99
ANALOGUE (15 PIN) JOYSTICK PORT, MIDI INTERFACE AND CD AUDIO INPUT SOCKETS. WITH LEMMINGS, INDY 500, ORGAN AND TALKING PARROT

SOUND FX CLASSIC 3000 MCD SOUND CARD FOR PC ... 144.99
20 VOICES, 3 CD-ROM INTERFACES. CD QUALITY STEREO SAMPLING AND PLAYBACK FROM 5 TO 48 KHZ, ADVANCED WAVE EFFECTS WITH 16 CHANNELS, 128 INSTRUMENTS AND MULTIPLE DRUM KITS. AUDIO UTILITIES

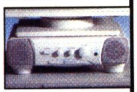
SOUND FX SOUND CARD FOR PC ... 37.99
ANALOGUE (15 PIN) JOYSTICK PORT, MIDI INTERFACE AND CD AUDIO INPUT SOCKETS. AUDIO UTILITY SOFTWARE. 1 YEAR WARRANTY

SPEAKERS FOR PC

WE ALSO STOCK A RANGE OF SONY SPEAKERS



LOGIC 3 CHAMPION STEREO SPEAKERS ... 109.99
2 X 50 WATTS, MAGNETICALLY SHIELDED WITH BASS, TREBLE, BALANCE AND VOLUME CONTROLS. MAINS ADAPTOR SUPPLIED



LOGIC 3 SUBWOOFER STEREO SPEAKER CONSOLE ... 69.99
50 WATTS, MAGNETICALLY SHIELDED, TONE, BALANCE AND VOLUME CONTROLS. MAINS ADAPTOR SUPPLIED



QUICKSHOT SOUNDMATE 4 STEREO SPEAKERS (PAIR) ... 17.99
4 WATTS, MAGNETICALLY SHIELDED WITH BASS, TREBLE AND VOLUME. BATTERY OR MAINS ADAPTOR (NOT SUPPLIED)



QUICKSHOT SOUNDSTOR STEREO SPEAKER CONSOLE WITH MAINS ADAPTOR ... 39.99
10 WATTS, MAGNETICALLY SHIELDED WITH BASS, TREBLE, BALANCE AND VOLUME



SCREENBEAT 3 STEREO SPEAKERS (PAIR) ... 14.99
4 WATTS, MAGNETICALLY SHIELDED, BASS AND VOLUME. BATTERY OR MAINS ADAPTOR (NOT SUPPLIED)
SCREENBEAT MAINS ADAPTOR FOR SCREENBEAT SPEAKERS (SUITABLE FOR ALL VERSIONS) ... 7.99

COMPUTER CARE

3.5" DISK HEAD CLEANER ... 5.99
CD WALLET (24 CAPACITY). STORES CD'S NEATLY AND SAFELY (NEW) ... 9.99
CD WALLET (48 CAPACITY). STORES CD'S NEATLY AND SAFELY (NEW) ... 12.99
CLEANING KIT FOR COMPUTERS (INCLUDES VACUUM) ... 18.99
DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC) ... 5.99
DUST COVER FOR MONITOR (CLEAR PVC) ... 6.99

DISK AND CD STORAGE



DELUXE DISK BOX 3.5" (SHOWN) (120 CAPACITY, 3.5") WITH DIVIDERS ... 9.99
DISK BOX (10 CAPACITY, 3.5") PLASTIC FLIP TOP 2.99
DISK BOX (120 x 3.5") LOCKABLE WITH DIVIDERS 9.99



MEDIA LIFE CD FILE DRAWER (30 CAPACITY) STACKABLE DESIGN ... 14.99
MEDIA LIFE DISK FILE DRAWER (240 CAPACITY), STACKABLE DESIGN ... 16.99

ALL PRICES INCLUDE VAT & CARRIAGE

SPECIAL RESERVE DISKS WITH LABELS

BRITISH MADE, ERROR FREE

PACK OF 10 HIGH DENSITY 3.5" FREE PLASTIC FLIPTOP BOX ... 7.99
PACK OF 10 DSDD 3.5" + BOX ... 6.99
PACK OF 50 HIGH DENSITY 3.5" ... 23.99
PACK OF 50 DSDD 3.5" ... 19.99
PACK OF 10 TDK MF-2HD 3.5" DISKS (HIGH DENSITY BRANDED) ... 10.99

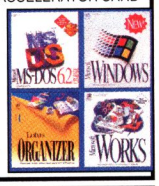
DYSAN DISKS

PACK OF 10 DYSAN HIGH DENSITY 3.5" DISKS WITH LABELS AND FREE PLASTIC FLIP TOP BOX ... 7.99
PACK OF 50 DYSAN HIGH DENSITY 3.5" DISKS WITH LABELS ... 22.99



OLIVETTI 486 SX33

- SLIMLINE DESKTOP CASE
- 3 ISA 16BIT SLOTS • 2 VESA LOCAL BUS SLOTS
- 4MB RAM EXPANDABLE TO 64MB
- 210 MB HARD DRIVE • 3.5" 1.44MB FLOPPY DRIVE
- 14" 0.28 DOT PITCH LOW RADIATION MONITOR TO MPRII
- LOCAL BUS 1MB SVGA GRAPHICS ACCELERATOR CARD
- INTEL486 SYSTEM (UPGRADEABLE)
- UK 102 KEY KEYBOARD & MOUSE
- 1 YEAR ON-SITE WARRANTY



OLIVETTI PCS 42 SX33 4/210 PC WITH MONITOR ... EX VAT = 765.95 ... 899.99

HOME OFFICE SOFTWARE WITH OLIVETTI PCS
- MS DOS 6.2 & WINDOWS 3.1 • SOFTWARE TUTORIAL
- MICROSOFT WORKS 3* • LOTUS ORGANIZER

(*INCLUDES WORD PROCESSOR, DATABASE AND SPREADSHEET)



COMPAQ PRESARIO 486 SX2/66

ALL PRESARIOS FEATURE
- COMPAQ INTEL VESA LOCAL BUS
- 80486SX2/66 MHZ CPU
- 14" 0.28 DOT PITCH MONITOR TO MPRII
- 3 YEAR WARRANTY (1 YR ON-SITE)
- UK KEYBOARD WITH MOUSE
- PENTIUM UPGRADEABLE
- PLUG AND PLAY COMPLIANT

ALL PRESARIOS INCLUDE ONE OR MORE OF THESE HIGH VALUE PACKS

WORKS 3 PACK - MICROSOFT WORKS 3 FOR WINDOWS INTEGRATED OFFICE SUITE, MS DOS 6, MICROSOFT WINDOWS 3.1, TABWORKS AND COMPAQ TUTORIAL

HOME COMMS PACKAGE - ANSWERPHONE, MULTI-USER VOICE MAIL, FULL FAX FACILITIES, 2400 BPS MODEM, MICROSOFT MONEY, MICROSOFT ENTERTAINMENT 4

CD ROM PACKAGE - FITTED DUAL SPEED CD ROM DRIVE, 16 BIT STEREO SOUND CARD, SPEAKERS AND MICROPHONE. MICROSOFT ENCARTA ENCYCLOPEDIA ON CD

FREE QUEST PACK 10 CD'S INCLUDING DAY OF THE TENTACLE, WING COMMANDER 2, RETURN TO ZORK, INDIANA JONES, ULTIMA UNDERWORLD AND HUMANS 1 AND 2

PRESARIO 460 4/270 WITH INTEGRATED MONITOR ... 999.99
2 ISA SLOTS, 2 DRIVE BAYS. 4 MB RAM EXP TO 20 MB, 270 MB DRIVE EX VAT 851.06
WORKS 3 PACK

PRESARIO CDS520 4/420 INTEGRATED MONITOR AND CD ROM ... 1439.99
2 ISA SLOTS, 3 DRIVE BAYS. 4 MB RAM EXP TO 20 MB, 420 MB DRIVE EX VAT 1225.52
WORKS 3 PACK. HOME COMMS PACK. CD ROM PACK. FREE QUEST PACK

PRESARIO 660 4/200 DESKTOP CASE AND MONITOR ... 1099.99
3 ISA SLOTS, 3 DRIVE BAYS. 4 MB RAM EXP TO 56 MB, 200 MB DRIVE EX VAT 936.16
WORKS 3 PACK. MICROSOFT PUBLISHER 2. MICROSOFT GOLF

PRESARIO 720 4/420 DESKTOP CASE AND MONITOR ... 1299.99
3 ISA SLOTS, 3 DRIVE BAYS. 4 MB RAM EXP TO 56 MB, 420 MB DRIVE EX VAT 1106.37
WORKS 3 PACK. HOME COMMS PACK

PRESARIO CDS720 4/420 DESKTOP CASE, MONITOR AND CD ROM 1549.99
3 ISA SLOTS, 3 DRIVE BAYS. 4 MB RAM EXP TO 56 MB, 420 MB DRIVE EX VAT 1319.14
WORKS 3 PACK. HOME COMMS PACK. CD ROM PACK. FREE QUEST PACK.

PRESARIO 920 8/420 TOWER CASE AND MONITOR ... 1479.99
5 ISA SLOTS, 5 DRIVE BAYS. 8 MB RAM EXP TO 64 MB, 420 MB DRIVE EX VAT 1259.57
WORKS 3 PACK. HOME COMMS PACK

PRESARIO CDS920 8/420 TOWER CASE, MONITOR AND CD ROM ... 1699.99
5 ISA SLOTS, 5 DRIVE BAYS. 8 MB RAM EXP TO 64 MB, 420 MB DRIVE EX VAT 1446.80
WORKS 3 PACK. HOME COMMS PACK. CD ROM PACK. FREE QUEST PACK.

LIBERATOR PC BASE UNIT - IT'S EASY TO BUILD A REALLY GREAT PC



LIBERATOR PC BASE UNIT 486SX25 4/0 ... EX VAT 340.42 399.99
INTEL VESA LOCAL BUS. 3 VESA LOCAL BUS & 6 ISA SLOTS
25MHz CLOCK SPEED, 128K CACHE, 4MB RAM EXPANDABLE TO 64MB

LIBERATOR PC BASE UNIT 486DX2/66 4/0 ... EX VAT 425.52 499.99
CYRIX VESA LOCAL BUS. 3 VESA LOCAL BUS & 6 ISA SLOTS
66MHz CLOCK SPEED, 128K CACHE, 4MB RAM EXPANDABLE TO 64MB

LIBERATOR PC BASE UNIT PENTIUM P60 8/0 EX VAT 765.95 899.99
FREE EXTRA 4MB RAM, INTEL PCI SYSTEM. 4 PCI AND 4 ISA SLOTS
60MHz CLOCK SPEED, 256K CACHE, TOTAL 8MB RAM EXPANDABLE TO 64MB

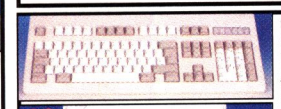
CHOOSE YOUR OWN HARD DRIVE, KEYBOARD, MOUSE AND MONITOR
PRICES ARE FOR BASE TOWER ONLY AND DO NOT INCLUDE MS DOS OR WINDOWS SOFTWARE
PLUS DOS 6.2 AND WINDOWS 3.11 ... 89.99
(AVAILABLE ONLY WHEN YOU PURCHASE A DIY PC OR LIBERATOR BASE UNIT)

ALL LIBERATOR BASE UNITS COME WITH
• MINI TOWER CASE • 12 MONTHS WARRANTY • FAST 32 BIT GRAPHICS ACCELERATOR



4 MB RAM EXPANSION FOR COMPAQ, LIBERATOR, OLIVETTI, CALIBRA, OR DIY PC. EASY INSTALLATION ... 129.99

486 DX2/66 INTEL CPU CHIP. 66 MHZ REPLACEMENT CHIP FOR ALL 486 PC MOTHERBOARDS. EASY INSTALLATION (CARE REQUIRED) WITH INSTRUCTIONS ... 169.99



KEYBOARD (BASIC), 102 KEY MEMBRANE ... 22.99
KEYBOARD (TACTILE) 102 KEY, CLICK ... 29.99
KEYBOARD (CHERRY), 102 KEY, MEMBRANE ... 37.99
KEYBOARD ADAPTOR FOR PS/2.
AT102 TO A PS/2 STYLE MINI DIN SOCKET ... 7.99
KEYBOARD EXTENDER CABLE FOR PC
(2 METRES, STANDARD 5 PIN DIN CONNECTOR) ... 7.99



SVGA COLOUR MONITORS

COMPLETE WITH SIGNAL AND POWER LEADS AND TILT AND SWIVEL STAND. 0.28 DOT PITCH RESOLUTION LOW RADIATION TO MPRII STANDARDS

MICROVITEC 1438 MULTI-SYNC MONITOR
SUITS ALL ALL PC SCREEN MODES TO SVGA.
1 YEAR WARRANTY
295.99 **FREE STEREO SPEAKERS**

SAMSUNG SVGA 14" COLOUR. MAX RES 1024 X 768, 1 YR WARRANTY ... 179.99
SAMSUNG SVGA 15" COLOUR. MAX RES 1024 X 768, 1 YR WARRANTY ... 289.99
SAMSUNG SVGA 17" COLOUR. MAX RES 1280 X 1024, ON-SCREEN DISPLAY ... 549.99

INTERNAL IDE HARD DRIVES FOR PC

HIGH SPEED 3.5" IDE DRIVES, 1" HIGH, FITTING INSTRUCTIONS INCLUDED
SAMSUNG 420 MB, 13 MS, 128K CACHE, 1 YEAR WARRANTY ... 174.99
WESTERN DIGITAL CAVIAR 420 MB, 12 MS, 128K CACHE, 3 YEAR WARRANTY ... 184.99
SAMSUNG 560 MB, 13 MS, 128K CACHE, 1 YEAR WARRANTY ... 204.99

CD ROM DRIVES EASY TO FIT



SLOT INTO SPARE DRIVE BAY OF PC TO RUN CD ROM SOFTWARE. HIGH SPEED 320MSEC ACCESS, 300KB/SEC DOUBLE SPEED DATA TRANSFER RATE, CD ROM XA, MULTISESSION AND KODAK CD COMPATIBLE. 5.25" HALF HEIGHT DESIGN. AUTO LOADING CD TRAY. KIT COMPLETE INCLUDING INTERFACE AND EASY TO INSTALL. PROVIDING FULL MPCII COMPLIANCE

BLUEPOINT ICD 300 CD ROM DRIVE FOR PC
PLUGS DIRECTLY IN TO YOUR IDE HARD DRIVE CONTROLLER CARD ... 99.99

COAST CD ROM DRIVE FOR PC KIT COMPLETE ... 99.99

CREATIVE 563 CD ROM DRIVE WITH FREE GROLIERS AND PHOTOSTYLER SE ... 124.99
CONNECTS TO SOUNDBLASTER 16 VALUE SOUND CARD. REAL MAGIC FMV COMPATIBLE
FREE GROLIERS MULTIMEDIA ENCYCLOPEDIA AND ALDUS PHOTOSTYLER SE ON CD

PANASONIC CR562B CD ROM DRIVE FOR PC ... NEW LOWER PRICE ... 117.99
CONNECTS TO SOUNDBLASTER 16 VALUE SOUND CARD. REAL MAGIC FMV COMPATIBLE

HEAVY discounts
HUGE range
10am to 8pm Daily

Special Reserve
The Discount Club

FREE - 16 page colour catalogue - just phone

0279 600204

Order by fax on 0279 726842 - we'll fax back to confirm receipt

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN
Members receive our 48-page Colour Club Magazine bi-monthly. Each issue reviews a selection from our extensive range and includes at least £30 worth of coupons for additional savings on top products. Members are under no obligation to buy anything.

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR (6 MONTHS)	7.00 (4.00)	9.00 (6.00)	11.00 (7.00)

One year price includes six issues of Special Reserve magazine with £180 of XS Coupons

All prices include VAT and 2-3 working day carriage to UK mainland
Software and peripherals are sent by post, hardware by White Arrow
Allow one or two days for processing and despatch of stock items
We issue confirmations of all orders received

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or **25%** on other items

GLAD

(BLOCK CAPITALS please)
Name & Address _____ PC ZONE

Postcode _____
If Mac or PC please state DISK or CD ROM

Phone No _____ Machine _____

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)

item _____
item _____
item _____
item _____

Please use this box to add any **optional** fast delivery charge
1st Class Post 40p per posted item or **£10 overnight hardware**

ALL PRICES INCLUDE UK POSTAGE & VAT £
Cheque/P.O./Access/Mastercard/Switch/Visa

CREDIT CARD EXPIRY DATE _____ SIGNATURE _____ SWITCH (ISSUE NO _____)

Cheques payable to: **SPECIAL RESERVE at**
P.O. BOX 847, HARLOW, CM21 9PH

Inevitably some games listed may not yet be available. Please phone to check availability. Prices and offers may change without prior notification. SAVE = Saving off full retail price. PRICES CORRECT AT TIME OF GOING TO PRESS. 14.12.94 E .& O.E.
Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.



Special Reserve
The Discount Club

HUGE range of hardware, software, books, peripherals and leads for PC, CD Rom, Amiga, CD32, Sega, Nintendo, Atari, Apple, Sony, Philips and 3DO. All official UK products, all at HEAVILY discounted prices
Order by post, or by phone or come to one of the Special Reserve

OPEN 10am to 8pm CLUB SHOPS 7 DAYS A WEEK

43 Broomfield Rd CHELMSFORD near the bus station
The Maltings SAWBRIDGEWORTH near the train station

Over 200,000 people have joined Special Reserve

CITIZEN ABC 24 PIN COLOUR PRINTER

FREE WATCH OFFER
FREE PRINTER LEAD **144.99** 123.40 EX VAT
FREE EASYSTART SOFTWARE
24 PIN, 80 COLUMN, 192CPS/64LQ, 5LQ/1 DRAFT FONT, 2 YEAR WARRANTY
THE EASY TO USE PRINTER
ABC MONO PRINTER ... 124.99



Free Watch Offer

NEW STUNNING VALUE



CITIZEN PROJET IIC COLOUR INKJET PRINTER **239.99**
50 NOZZLE, 80 COLUMN, 120 CPS LQ, 300 DPI RESOLUTION, 3 SCALEABLE FONTS, LOW RUNNING COSTS AND EASY TO USE. 2 YEAR WARRANTY

ALL PRINTER PRICES INCLUDE CARRIAGE VAT AND FREE PRINTER LEAD
EPSON LQ-100 PRINTER. 24 PIN, 250 CPS/72 LQ, QUIET ... 139.99
CITIZEN SWIFT 90C COLOUR PRINTER. 9 PIN, 240CPS/54NLQ ... 156.99
PANASONIC KXP2135 COLOUR PRINTER. 24 PIN, 200 CPS/64 LQ ... 179.99
CANON BJ10-SX BUBBLE JET PRINTER. 64 NOZZLE, 110LQ CPS ... 185.99
CITIZEN SWIFT 200C COLOUR PRINTER. 24 PIN, 216CPS/72LQ ... 185.99
CITIZEN SWIFT 240C COLOUR PRINTER. 24 PIN, 240CPS/80LQ ... 219.99
CANON BJ-200 BUBBLE JET PRINTER. 248CPS, 8 TYPEFACES ... 229.99

CITIZEN TRACTOR FEED KIT FOR CITIZEN ABC PRINTER ... 38.99
DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC) ... 5.99
PRINTER STAND FOR ANY PRINTER ... 8.99
RIBBON (BLACK) FOR CITIZEN 24, 200, 224, 240 OR ABC ... 6.99
RIBBON (COLOUR) FOR CITIZEN 9, 90, 24, 200, 224, 240 OR ABC ... 14.99

COMPREHENSIVE RANGE OF RIBBONS IN STOCK - PLEASE PHONE

The Fortress of Dr Radiaki

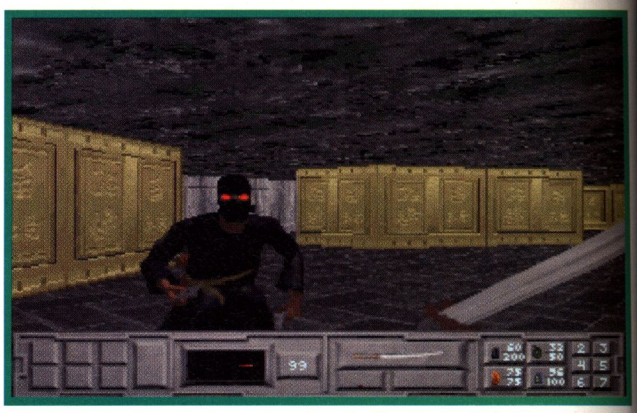
PUBLISHER: Merit Studios | PRICE: £39.95 (CD)

TELEPHONE: 091 385 7755 | RELEASE DATE: January '95

Another pretender to the *Doom* King of shoot 'em ups throne is on the way. Chris Anderson puts on his best "looking really dangerous" expression and checks it out.

(Below) It's a poncey Ninja. Top tip: chop his head off.

(Below middle) So he's got a big sword, eh? Well, I've got this, er, bat. Oh!





THAT'S IT! They've sussed us. Game designers everywhere have latched on to the fact that PC gamesplayers are absolute suckers for anything that has lots of blood and gore in it. They've also sussed that it's far easier to release a new version of a game that has already been written than to sit down and write one from scratch themselves. *The Fortress of Dr Radiaki* (*FODR*) really couldn't be more similar to the *Doom* games if it tried. (I suppose they could have called it "Doom 3" but I doubt they would have been able to get away with it.) It uses the same first-person perspective viewpoint; the same method of movement; it even uses most of the same keystrokes! Now, all this is no bad thing, of course, at least as far as *Doom* lovers are concerned. The only question that will be asked when the *Dr Radiaki* is released is, is it any better than iD's epic dial-a-massacre extravaganza? We can't really answer that at the moment because the game isn't finished yet, but we can give you a pretty good idea of what to expect when the game finally hits the streets.

"...unlike the nasties in Doom, the one's in FODR don't turn into a messy mass of pixels when you walk up them."

Blood, blood and more blood

The general idea of the game is to make your way through the evil doctor's fortress, killing lots of things, solving a few puzzles and er, killing lots more things. The first thing you'll notice about *FODR* (apart from the fact that it looks and feels almost exactly like *Doom*) is that the graphics are very detailed. The sprites look extremely realistic and, unlike the nasties in *Doom*, the one's in *FODR* don't turn into a messy mass of pixels when you walk up them. There's a larger variety of nasties to kill, too. As you move around the fortress, you are likely to bump into anything, from smart-looking Ninjas to giant rats. All the usual power-ups you would expect from a *Doom* clone are present in *FODR*. You can pick up extra health in the form of syringes (they give you a tiny injection of health) and medical bags (they give ☞





The Last Dynasty

«...looks very nice indeed»
CD-ROM NOW

«...quite simply looking fantastic!»
PC HOME

Available January '95 for PC CD ROM Windows



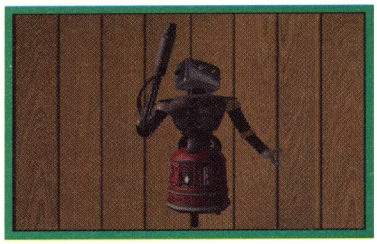




SIERRA®

Ask for our free Multimedia Catalogue:
Sierra-on-line, 4 Brewery Court, Theale, Reading,
Berkshire, Tel. : (0734) 303171

The Fortress of Dr Radiaki



(Right) Hello mate! Why have you got a toaster on your head?

Hero for Hire

Oh no! The world is teetering on the brink of destruction (again). You've got to sort it all out (again). Unless an unknown blackmailer gets the one billion dollars he's demanding, he will unleash atomic destruction on the world's unsuspecting peeps. Top suspect is the hideously deformed Dr Radiaki. You must climb into a submarine and go to his island right now, straight away, pronto (*We get the message. Ed.*) and give him a jolly good clonking. Er, that's the plot (again).



☞ you a ridiculously high amount of health). Then, of course, there are the obligatory extra weapons. This is where the game differs wildly from others in the genre.

Still more blood

At the start of the game, all you have to help you repel the Doctor's nutty mates is a baseball bat and a shotgun. The bat is a lot more effective than it sounds. If you get close up to a baddie, all it takes is one good twonk of your trusty old bat and he's history. There's something uniquely gratifying about doing this. It's also a cause for some concern. I mean, let's face it, it's a bit of a shock to see your mate, who normally helps old persons across the road, jumping up and down with glee as he cheerfully bashes some unsuspecting soldier to death with a baseball bat. Unfortunately the shotgun isn't nearly as much fun, but it's very effective at long range. Even more fun than the baseball bat, though, is the Samurai sword. With this fun little item, you actually get to carve people up. Brilliant. Especially when you come up against those Ninja basts that you can *never* get with your gun. They dart all over the place, toss daggers at you and generally drive you up the wall. Oh yes, the Ninja clan definitely have to be top of your list of people to visit when you find the Samurai carving tool. There are 15 absolutely enormous levels in the game (and more still on the CD version) and although you start off in a noncey garden, you will soon be visiting exotic places like the sewers and, er, lots of other places that I haven't been to yet.

The general gameplay is very *Doom*-like indeed. You have to flick switches to open doors, check your map all the time to see what areas you haven't been to (yes folks, it's the "M" key) and, of course, you have to beat lots of people to death over and over again. Sadly, there's no option to put on a knuckle duster and smash people to a pulp with your bare fists. The closest you'll get to that is by using the baseball bat, but that's not nearly as much fun.

Guess what? More blood

If you've played *Doom 1* and *2* to death, gone through the 50 billion extra levels we've been putting on the cover disk, and *still* haven't had enough of it, then *Fortress of Dr Radiaki* could turn out to be exatly what you're looking for. The graphics are excellent, the sound effects are reasonably good, and I know I've already said this but the levels really are BIG! You won't be getting through this lot in a couple of days.

In addition to all the levels, there are 20 different types of enemies, 3D-surround sound effects, and the CD version has loads of extra animations for the enemies.

Look out for the full review in next month's issue. ZZ



(Right) See ya later alligator. (Sorry, I couldn't resist it.)



(Far right) "Please don't kill me, I'm only a little rat." Shut up! (bang).

What Klik & Play can mean to you

Klik & Play has been acclaimed as the biggest-ever breakthrough in creating Windows games for the PC. Because it enables anyone – even a first-time user – to start producing games just as exciting as the ones you buy.

Everything is controlled through your mouse. All you have to do is follow simple pop-up instructions. You don't need to know the first thing about programming!

All-inclusive

All you require is included in the package. More than a thousand ready-to-use characters, colourful backgrounds, clever animations, dramatic explosions and other sound effects that will really bring your game vividly to life.

You can even incorporate graphics or sounds from other programs. Or use scanned pictures of your family to star in your epic!

All-embracing

And there's really no limit to the kind of game you can produce – from an arcade-style shoot-'em-up to a mind-challenging educational game.

Best of all, when you've fine-tuned your game to your satisfaction, you can save it on disk and share it with your friends, even if they haven't got Klik & Play themselves.

Included with the package are complete games (14 with the CD-Rom version; 10 with the floppy version) that show the versatility of Klik & Play and which you can edit and adapt in any way you like.

Look at these Press awards:

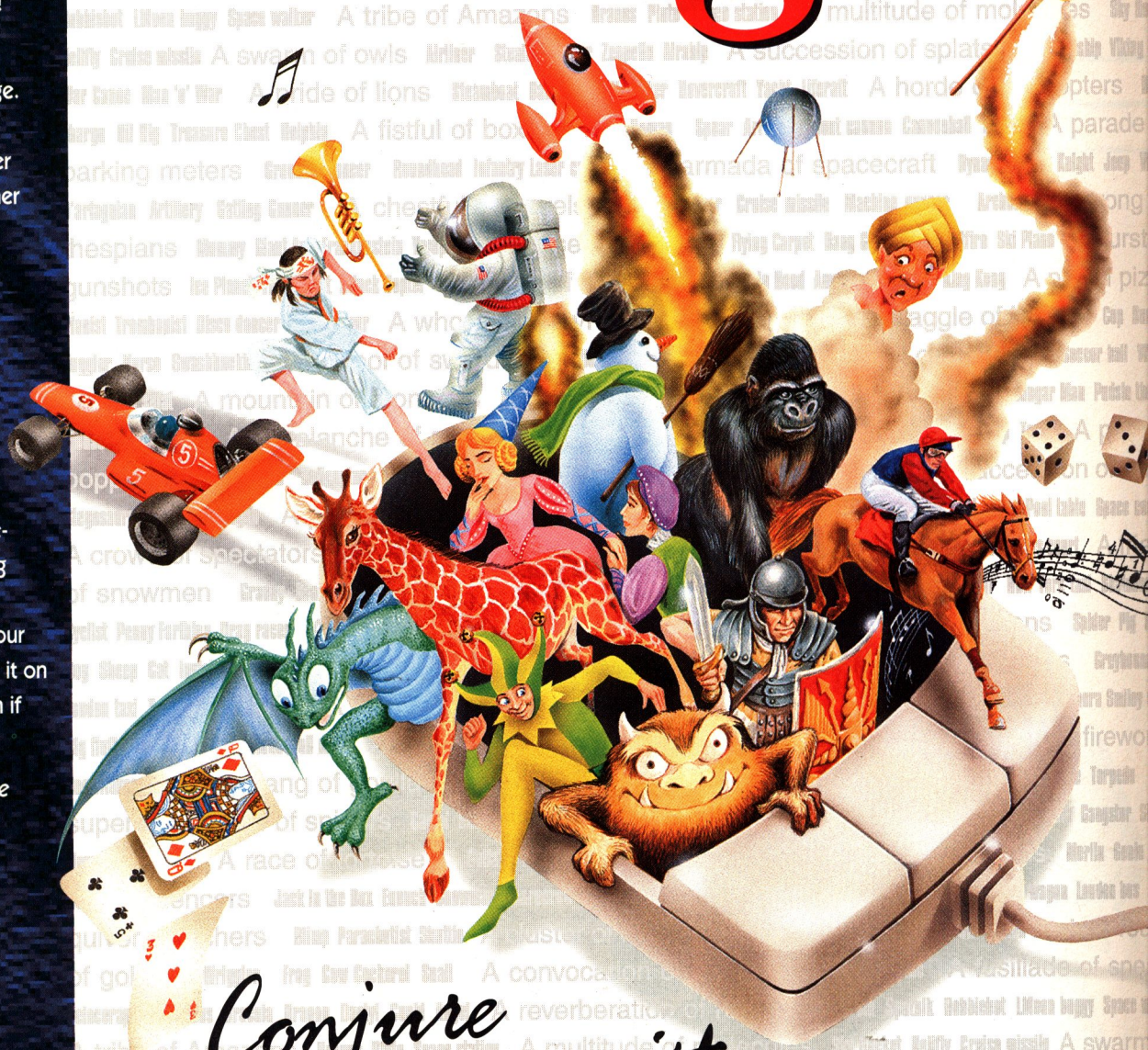
- *PC Format – GOLD Award*
- *PC Home – ★ ★ ★ ★ ★*
- *PC Power – RECOMMENDED (90%)*
- *CD ROM Today – BEST BUY*
- *CD-ROM USER – RECOMMENDED (90%)*
- *CD ROM NOW – 9 out of 10*

europress SOFTWARE

Find out more by phoning the Klik & Play hotline on

01625 859333

Creating games is magic!



Conjure them up with

Klik & Play

THE WORLD'S *first* INSTANT GAME CREATOR

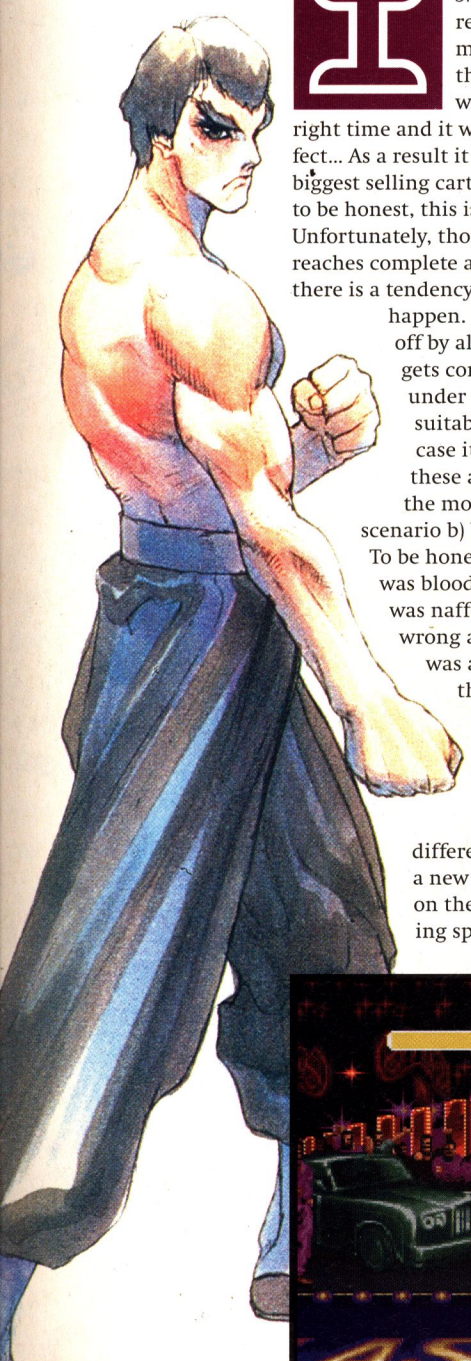
Super Street Fighter II

Although arguably the most successful video game of all time, *Street Fighter II* has had more facelifts than Zsa Zsa. John Davison checks out the second coming on PC...



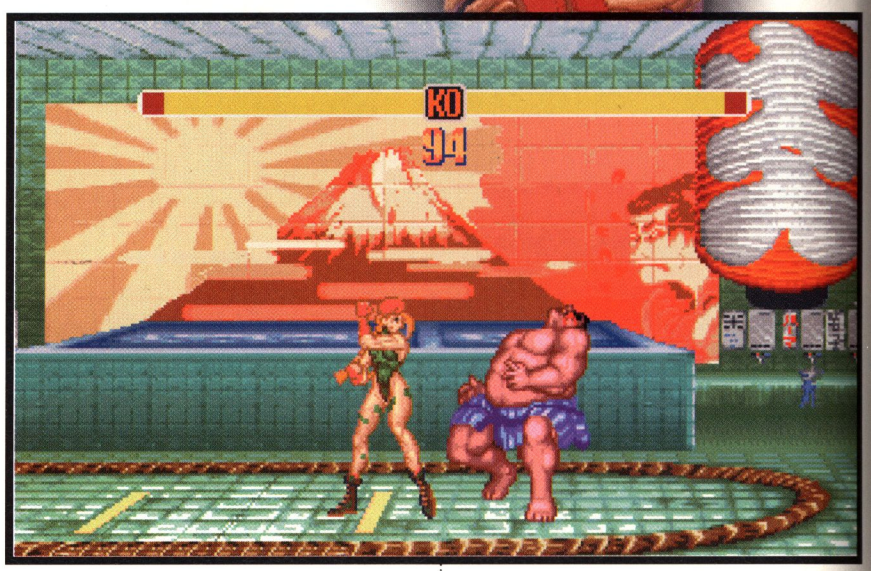
(Below) Although looking absolutely spot on, at the moment the game moves disturbingly fast on a DX2.

PUBLISHER: US Gold	PRICE: Tba
TELEPHONE: 021 606 1800	RELEASE DATE: January



IT'S HIGHLY probable that *Sreet fighter II* was probably responsible for selling more Super Nintendo's than any other game. It was the right game at the right time and it was virtually arcade perfect... As a result it became one of the biggest selling cartridges of all time and, to be honest, this is a good and just thing. Unfortunately, though, when a game reaches complete and utter megastardom there is a tendency for one of two things to happen. Either a) it gets ripped off by all and sundry, or b) it gets converted to every format under the sun, regardless of suitability. In *Street Fighter II*'s case it suffered from both of these afflictions, with one of the most classic examples of scenario b) being the PC conversion. To be honest, I'd have to say that it was bloody awful. The animation was naff, the colours looked all wrong and the control system was appalling... not exactly the most ideal situation for a colourful, well animated and easy to control arcade game to be in.

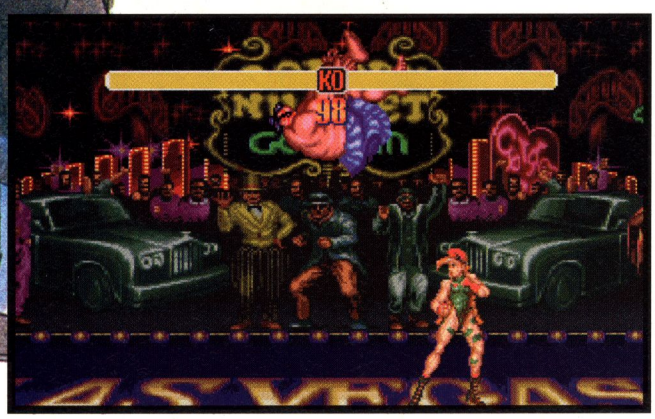
All this should be different now, because there's a new and improved version on the way. Hooray. After being spruced up several times in the arcades and twice on the home consoles, the *Street Fighter* legacy now finds itself at a sort of "V2.99999" stage in *Super Street Fighter II*. This time there are new moves, new graphics and new warriors to play around with.



New and improved

Okey-dokey, what's new then? I totally and utterly refuse to go into the basic mechanics of *Street Fighter II* itself, on the grounds that it's probably the most over-described game in history. At base level it's fairly safe to say that a beat 'em up's a beat 'em up. You simply hit people in a nice variety of colourful and interesting ways.

The original *Street Fighter II* gave you the opportunity to pick a fight with any one of eight different characters. The later versions threw in the four "bosses" for good measure, and Super *Street Fighter II* adds a further four characters to this. The new stars of the show are DJ Maximum, a huge, maraca-shaking Jamaican chap; Cammy, the petite English rose; T. Hawk, who is apparently a Red Indian; and finally Fei Long, the Chinese martial arts master. Two huge, powerful characters and two small but speedy peeps. With these new heroes on board it now brings the total character





(Below) Graphically, Street Fighter II is very similar to the original, but there are now more backgrounds and more fighters



count up to er... that's eight plus four, er... 12, plus four... 16. Yep, 16 hard-nuts to duff up in the comfort of your own home.

Super strong

On top of this truly ludicrous variety of muscle and psychopathic tendencies, the game injects even more "Super" into *Street Fighter II* by enhancing many of the moves on the older characters. Ryu and Ken now have a new brand of fireball to play with; Zangief is easier to control (thank God... you can finally duff people up with the big Ruskie), Chun-Li has got herself a wimpy little fireball; and for some reason Guile has been slowed down a bit so that he's not quite as well-hard as he used to be. The overall result is a much more balanced group of characters. Everyone now has their own strengths and weaknesses and pretty much all of them stand about the same chance of winning if played with by a master.

"The new stars of the show are... two huge, powerful characters and two small but speedy peeps."

Super speedy

Now then, one of the words that has been associated with *Street Fighter II* in its more enhanced incarnations is the word "turbo". Many complained that the original game was far too slow and sluggish and that the moves took far too long to complete. As a result there is now a variable-speed element included as one of the options, which means you can pretty much customise *Street Fighter II* to your own personal preference. What is a real pain in the bottom, though, is that the speed of the game (as it is at the moment – this could change before it's finished) is processor dependant. On a 485SX25 it seems perfectly acceptable, but if you run it on a DX2 or even a Pentium the game becomes totally and utterly ludicrous. On a P-90 the thing would be ridiculously fast.

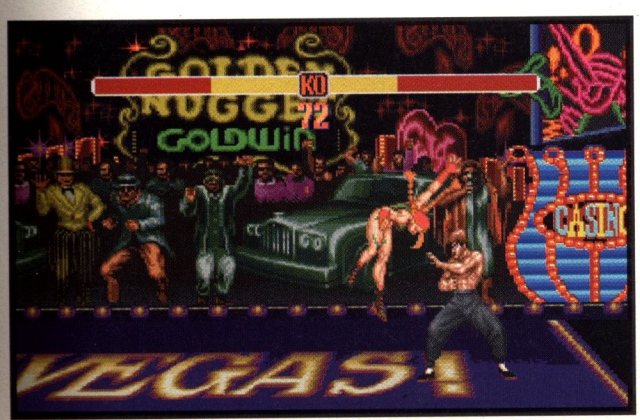
As we go to press it's not clear whether or not the code will be optimised for faster machines... a higher frame rate for animation to compensate would be nice.

As far as graphics go, well, what can I say? It's *Street Fighter* in 256 colours, just as it was intended. The backdrops all seem spot on, and the sprites themselves are all just like their arcade counterparts (but if you like to stretch the vertical scale on your monitor so that *Windows* fills the whole screen, the characters do tend to look a bit skinny). Beyond this, the new backdrops that go with the new characters are all pleasant, even though Cammy's rural backdrop isn't the most English thing I've ever seen in my life.

Not quite Christmas

Unfortunately, due to various problems with development, this hasn't quite made it for its intended release slot just prior to Christmas. The development chappies at US Gold have been beavering away on the conversion for what seems like ages, but due to a number of problems it would now appear that we're not going to see the thing until at least the end of January.

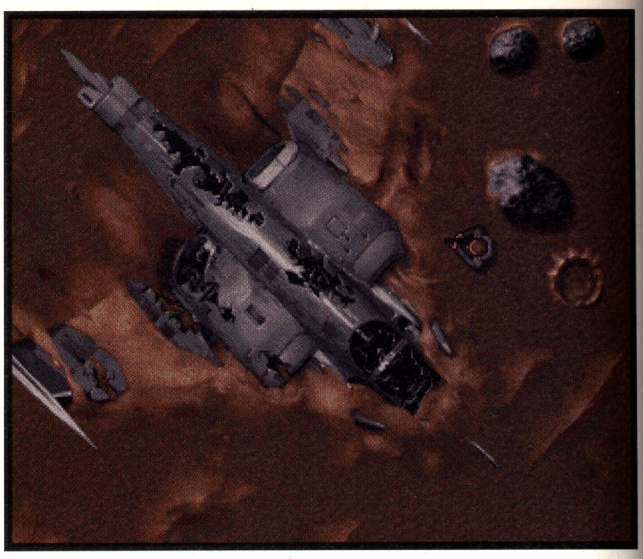
With the PC beat 'em up arena finally filling up, will the king of the consoles really have what it takes to duff up the likes of *Rise of the Robots* or *One Must Fall*? Wait and see....





Blueprint

Alien Breed Tower Assault



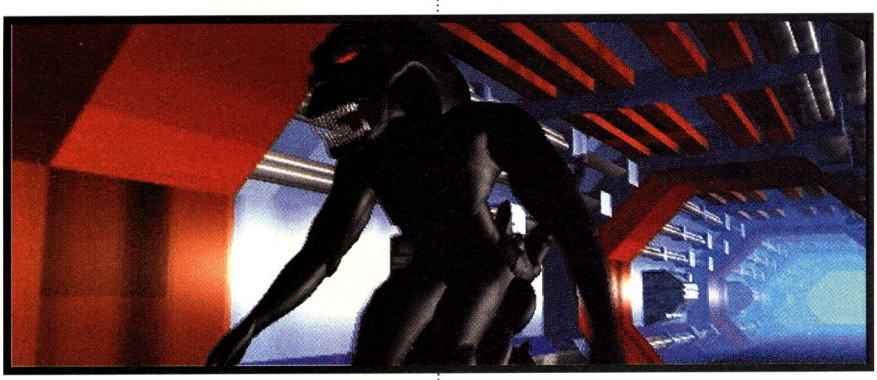
PUBLISHER: Team 17 | PRICE: £29.99

TELEPHONE: 0924 385903 | RELEASE DATE: Early 1995

The sequel to Team 17's superb arcade game is about to arrive on the PC. Chris Anderson takes a trip down memory lane to check it out.

THE ORIGINAL Amiga version of *Alien Breed* was one of the most original, playable, and fiendishly addictive games ever written. The game itself wasn't particularly complicated. All you had to do was zoom around the place, shooting lots of things, collecting money to buy power-ups with, and looking for end-of-level exits. It sounds boring, but it wasn't. *Alien Breed* was great fun to play in the way that all classic arcade games are. It was really easy to get into and had you hooked right from the word go.

As far as shoot 'em up games go, it was arguably the best top-down perspective effort Amiga-owners had ever seen and it was undoubtedly the best two-player game around at the time. In comparison, the PC version was a wee bit of a let-down. The graphics were dull and the less said about the sound the better. To be fair, its biggest problem was the fact that it was released donkey's years after the Amiga version and was way out of date as a result. Team 17 are about to change all that with the release of the sequel, which looks like it's going to be bigger and better while still retaining the addictive playability of the original. One thing that hasn't change much, though, is the story-line.

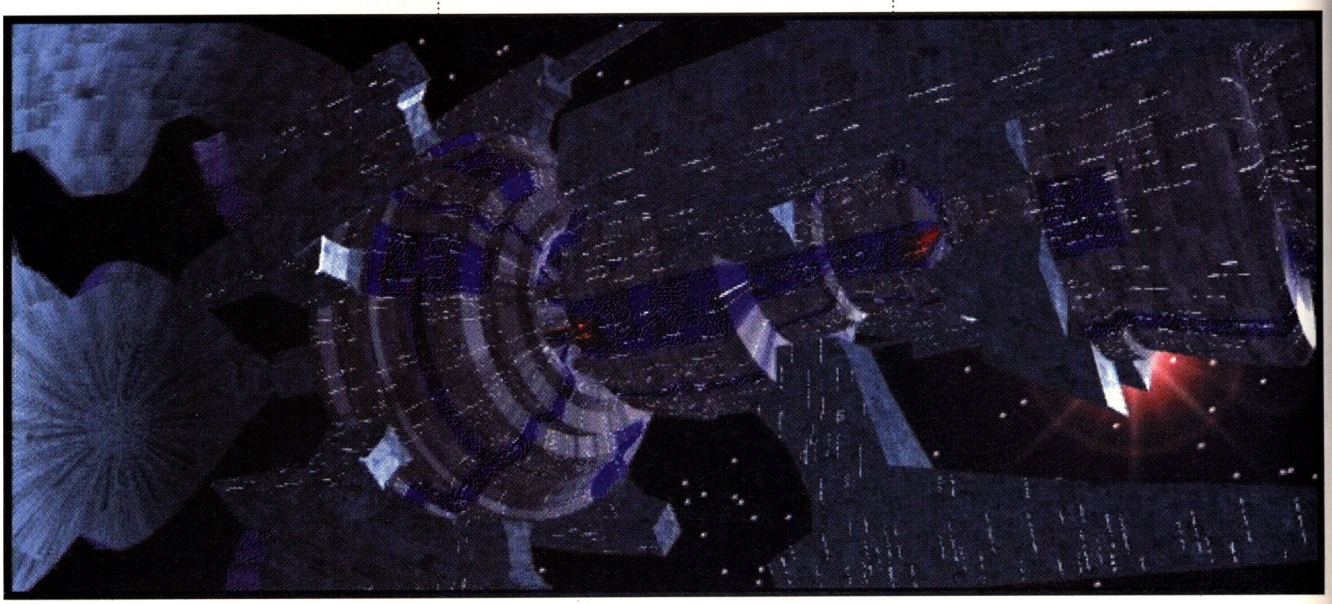


Killer queen

To cut an extremely long story short (well, a bit shorter), here's the general gist of it. A military research unit based on the planet Azarin 2E has been over-run by hundreds of alien nasties. A few of the unit's survivors send out an SOS message, which is picked up by the Dreadnought Herona. Off it flies heroically to Azarin only to be blasted by the attacked military unit's own defences when it gets there. The ten drop-ships that the Dreadnought launches are all blasted out of the sky, one of which happens to be yours. Having crash-landed, you find you're the only survivor of the ill-fated rescue mission, and your objective is to make your way through the colony, killing all the aliens and, ultimately, destroying the alien queen. Once you've done all that, you have to instigate the base destruct procedures and then get the hell out.

Murder in the dark

Team 17 have incorporated a host of new features into the sequel. In the first game, players had to find their way to an exit on each level to move on to the next. *Alien*



EUROPEAN Challenge

ANCO

KICK OFF 3

ALL NEW!









CAN YOU CONQUER THE CONTINENT?

The top 24 International Teams and the best 96 Euro Club sides battle it out in European Challenge. You'll need style and skill to succeed in this all new, turbo charged, feature packed soccer game.

Soak Up The Big Match Atmosphere - Nearly 1MB of sound with digitised crowd noise samples and chants.

Looks as Good as it Plays - Superb animation, bit mapped pitches, 2000 detailed sprites.

Use Your Key Men - 10 different matchwinners from Libero to Playmaker.

Deadly Set Plays - 40 different set plays where you're in control.

Practice makes Perfect - Sharpen up your dribbling, crossing, shooting and set pieces before the big game.

Master The Moves - 16 individual player actions at your fingertips.

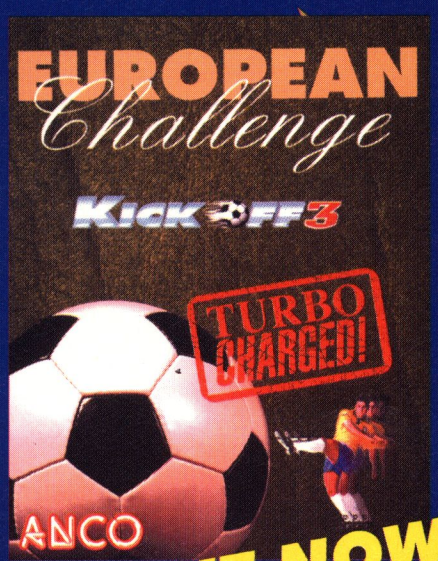
Save your Best Strikes - Get ready for the Golden Goals Competitions.

Play alongside the Stars - Team and player edit facility.

Novice to Master Gamer- Everyone can enjoy European Challenge with skill, speed and ball control options menus to help you reach the very top.

Ease of Control - With the option of a 4 button Joypad.

Plenty to Win - English, French, German, Italian and Spanish leagues and Cups, 2 Leg Euro Cup and the World Cup itself.



OUT NOW!

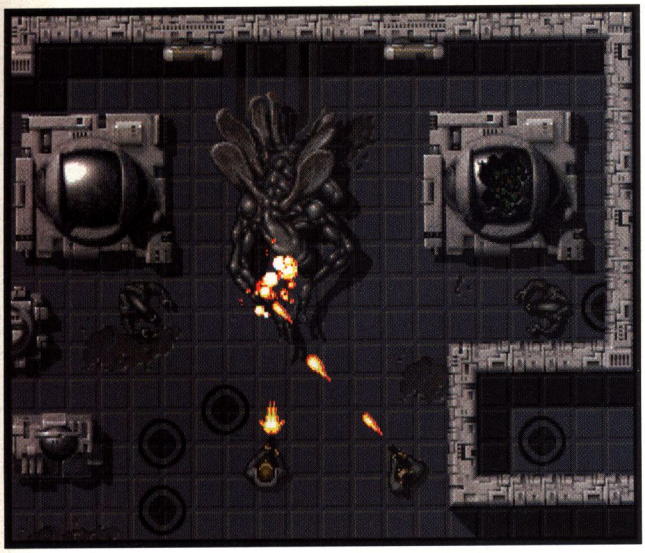
PC Compatibles	£29.99
Amiga 1200	£29.99
Amiga 500/500+/600	£24.99
PC CD-ROM	£29.99

TURBO CHARGED!

REAL DEPTH - REAL GAMEPLAY

REAL FOOTBALL

© 1994 Anco Games Anco Software Ltd, 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 0322 292513 Fax: 0322 293422 Amiga: Min 1 Mb, 1 button, 2 button and CD32 joypad compatible IBM PC: Min 386/33 MHZ VGA 2 button or Gravis joypad compatible. Soundblaster compatible. * Screen shots displayed are representative of IBM PC and Amiga 1200 versions only.



(Far Left) I'm not sure what this is. I think it's a guardian but it could just as easily an attractive piece of furniture or something.

(Left) I'm not sure what this is either. Shoot it anyway.

Happy Talk

We love press releases, we really do. They are always witty, informative and, of course, completely unbiased. You can tell from the press release we got for *Tower Assault* that those playful peeps at Team 17 are humongously excited about their new product. PR person Alan Bunker modestly opined that the intros and cut-scenes in *Tower Assault* will be "better than watching the latest Hollywood space age creation". He also proudly proclaimed "We've got it spot on with *Tower Assault*". Creative Director Martyn Brown got even more excited. "*Tower Assault* is going to be big. You don't have to take my word for it, just wait until you see the reviews come flooding in". Oh yes, wordmeisters all. As you can see, dear readers, if the people at Team 17 are to be believed, *Tower Assault* is going to change the whole concept of computer gaming as we know it. We can hardly wait.

Breed Tower Assault has multiple exits which all take you to different parts of the base. This means the game can be different every time you play it, depending on which exits you take. There is now a "Retreat" option (activated by pressing a key), which allows you to fire whilst moving backwards. This is particularly useful in two-player mode. Both players can stand "back to back", with Player 1 moving forward and shooting while Player 2 moves with him and fires in the opposite direction. There are new "dark" stages to negotiate, where players have torches that light a limited part of the level. This sounds like a good idea in theory and if it works the way the game's designers are planning it to, it should increase the tension dramatically for these stages. Also, there will be mission-related stages where players will have to perform specific tasks to complete levels. These will involve rescuing survivors and guiding them to safety, destroying power sources etc. The CD version will have a three-minute 3D animated intro using live action sequences and a three-foot alien model, which the press release assures me will be astonishing. There will also be 3D animated cut-scenes, a spectacular end sequence, spoken mission text and CD-quality sound and music.

So it's going to be better then?

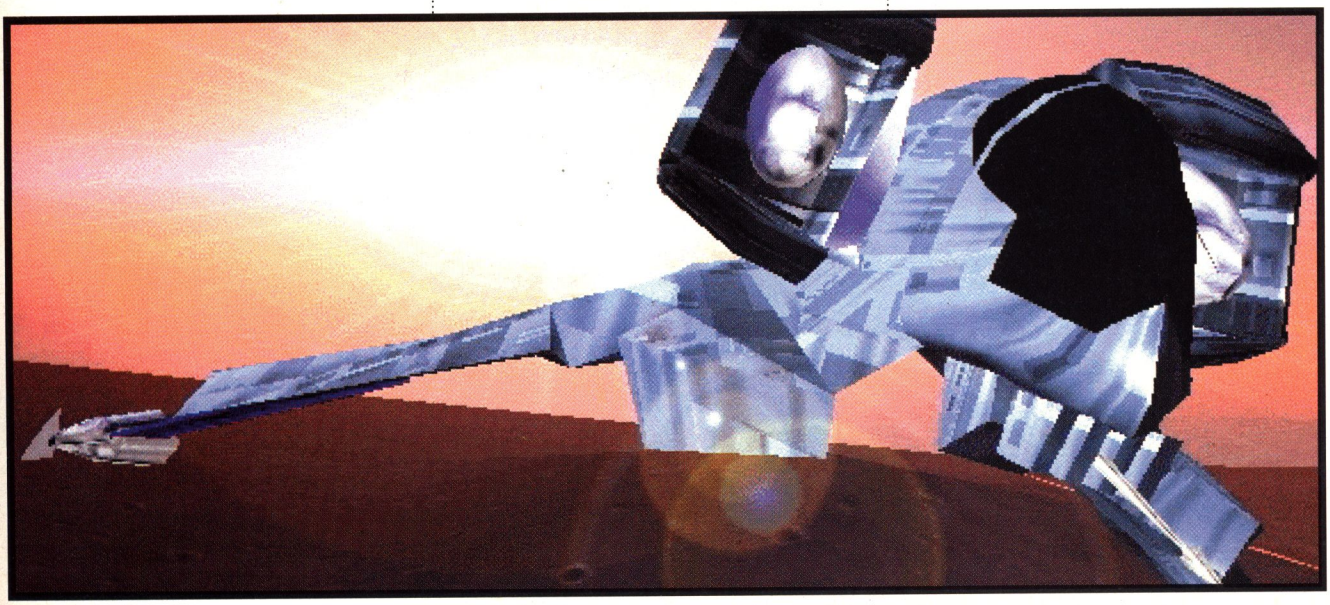
Well, it certainly *looks* better. It uses the same top-down perspective as the first one, but the graphics are a vast improvement over those in the original. Also, it's going to be big. There will be 50 levels in the floppy version and 70 in the CD version. Because of the multiple exits on the levels, there will now be a total of 276 different ways to complete the game. There are five new end-of-level guardians to contend with, and if you ever manage to make your way to the end of the game, you will be rewarded with a final confrontation with the Mother Alien.

If Team 17 can make the sequel as addictive as the first *Alien Breed* was, then this game will have been well worth waiting for when it arrives in early 1995.

Alien Breed Tower Assault will be released on both floppy (for £29.99) and on CD-ROM (for £34.99).



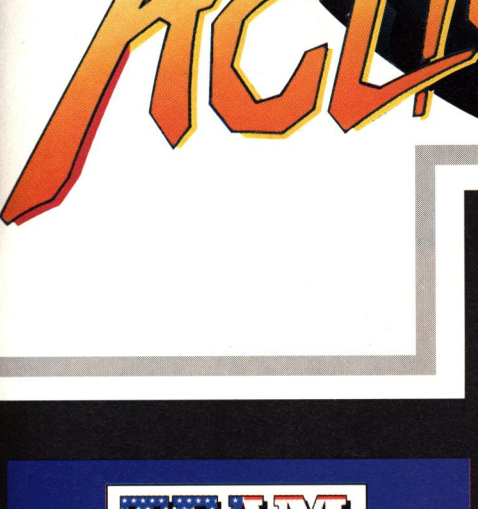




(Above) The dark stages: Not a Stephen King book but it's just as much fun.

(Left) Looks smart, eh? It's not a game bit, though.

Are you ready for some Action?

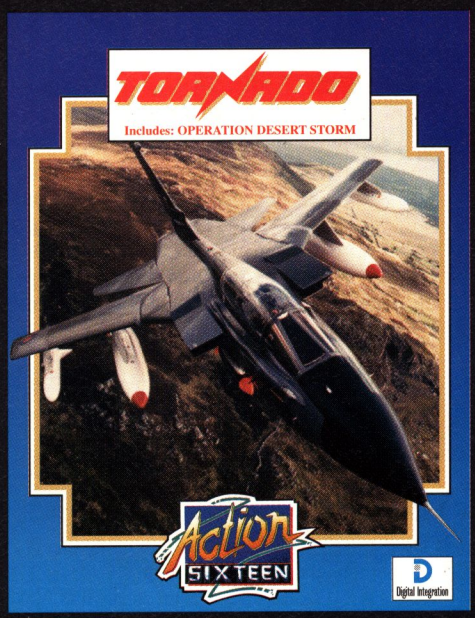






PC Screen shots

TEAM YANKEE
£14.99
"This has to be a must for everyone"
Amiga Action

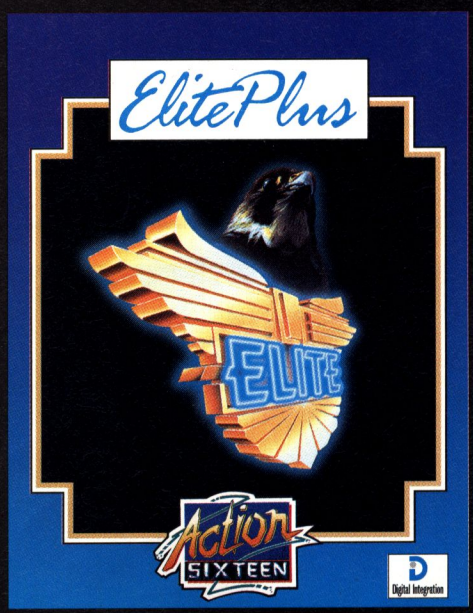






PC Screen shots

TORNADO
£16.99
"Tornado is simply brilliant. The depth. The realism." *PC Zone 93%*







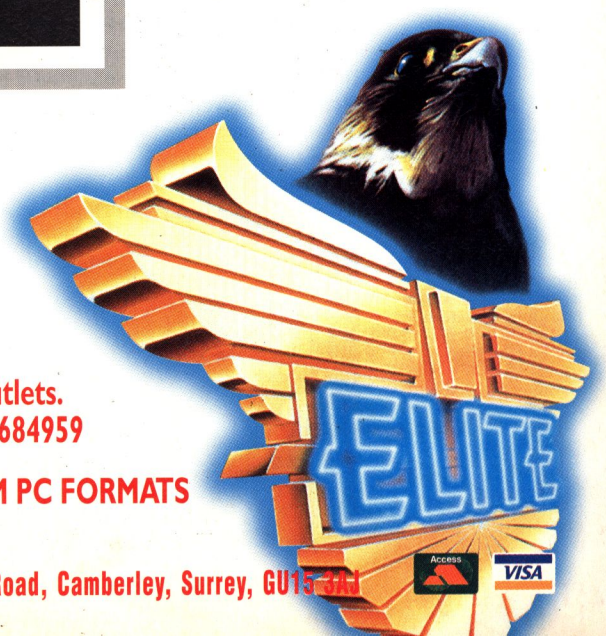
PC Screen shots

ELITE PLUS
£16.99
"one of the best Space-Flight simulation games ever" *Strategy plus*



Digital Integration

Action SIXTEEN



Available from leading retail outlets.
In case of difficulty phone 01276 684959

AVAILABLE ON CD ROM, AMIGA & IBM PC FORMATS

For a catalogue send S.A.E. to:
Digital Integration Limited, Watchmoor Trade Centre, Watchmoor Road, Camberley, Surrey, GU15 3AJ

Access VISA

Blueprint

Frontier: First Encounters

PUBLISHER: Gametek | PRICE: Tba

TELEPHONE: 0753 553445 | RELEASE DATE: March





(Above) Great, time for another space scrap.

A sequel to *Elite II*? Who else to review it but *PC Zone*'s very own man in the Imperial Courier, Mark Burgess.

THE LONG AWAITED SEQUEL to *Frontier: Elite II* is due out in February. *Frontier: First Encounters* promises a whole new experience that will not upset the die-hard *Elite* players. The game has been completely re-written as native 32-bit code. Graphics have been improved and the gameplay has undergone major revisions.

The planets are now fully texture-mapped with rendered landscapes and cities. In fact all the objects in the game are better drawn and make fuller use of colour. Not even the famous *Elite* dashboard has escaped improvement.

Fans of the original will be mollified to learn that the Thargoids make a welcome re-appearance. They were missing in *Elite II*, apart from an abandoned ship. In the sequel you have the option to contact the Thargoids, instead of running like hell at the first sign of them. In fact, there is a strong element of strategy in the new game. The player gets caught up with harder and harder missions and has to make decisions on who to trust in the universe. There is even – shock! – puzzle-solving. (And no, these aren't puzzles like hard landing in an Imperial Courier.)

Fighting fit

In spite of the strategy element, *First Encounters* still has the open ended structure of the original. You can pursue any career you want, or just go sightseeing. Combat has been made less realistic and hence easier. No longer do you have to struggle with the controls of some unwieldy Clipper while trying to nail a Cobra. There are many new ships, additional weapons and better drives. The original ships are still used but there are many extra craft. There are also extra weapons including communications jammers as well as "hidden" missions and areas, just as in previous versions.

> "No longer do you have to struggle with the controls of an unwieldy Clipper while trying to nail a Cobra."

If you go for the CD-ROM version, game characters will talk to you in video clips. But those who don't have a CD-ROM drive needn't worry: the speech isn't essential to the game. The floppy version will come on four HD disks. Because the program now uses 4MB of RAM, there isn't the occasional delay associated with decompressing on the fly, as happened in *Elite II*.

The main thing on everyone's wish list – the ability to post your own messages and requests on the bulletin boards – hasn't been implemented. But you can subscribe to various journals which tell you what's happening in the universe and report on your own career. There are dull journals of record like the *Federal Times* and specialist scientific journals that will help you in your missions with the aliens. All the information you will receive is relevant to missions. You can read about a rebellion in a distant system and fly there to check out the action.

David Braben, the programmer of *Elite*, is currently looking at the possibility of a file conversion utility so that players can use their *Elite II* saved games with *Frontier: First Encounters*. It looks as if the game could pull off the double of pleasing the old loyalists and attracting a new generation of games players.



(Left) Look he's heading towards that small moon – that's no moon, that's a space station.



PC ZONE

US Navy Fighters **from Electronic Arts is now widely regarded as the best jet fighter combat simlation to be released since Spectrum Holobyte's *Falcon 3.0*. Boasting superb graphics and an exquisite flight model it earned a whopping 90 per cent in issue 22.**

ARROW KEYS: Slew view angle	**KEYPAD 1, 2, 3: Rudder controls**
1-6: Change thrust %	**[SHIFT] NUMBER KEYS: Select windows**
7: Decrease thrust 5%	**+/-: Zoom in/out**
8: Increase thrust 5%	**INS/DEL: Drop chaff/flares**

F1 Cockpit forward view | **F2** Cockpit rear view | **F3** Cockpit Upward view | **F4** Cockpit Tracking view

F5 Player incoming missile | **F6** Play to wing-man | **F7** Player to target | **F8** Target to player

F9 Fly-by | **F10** External view of player | **F12** Missile tracking

ESC View pull down menus

Q [CTRL] Quit | **W** Next waypoint | **E** [SHIFT] Eject | **R** RADAR on/off | **T** Next object | **Y** RADAR history | **U** IFF squawk | **I** Select IR seeker

P [CTRL] Pause | **[** Previous weapon | **]** Next weapon | **BACKSPACE** Toggle cockpit on/off

US NAVY FIGHTERS

This keyboard template has been created by PC Zone for purchasers of the game *US Navy Fighters*, published by Electronic Arts. It is not approved or endorsed in any way by Electronic Arts. All rights recognised.

A Toggle autopilot

D Damage report | **F** Toggle flaps | **G** Toggle gear | **H** Toggle hook | **J** [SHIFT] Drop tanks | **K** [SHIFT] Drop ordn. | **L** 2 LINE BOXCOPY

ENTER Target next object

C Time com-pression | **V** Change view win | **B** Toggle brakes | **SPACEBAR** Fire selected weapon | **N** Toggle HUD | **M** HARM seeker | **,** RADAR range + | **.** RADAR range -



AWESOME VALUE

Enter the world of PC sound with the best selling range of Sound Blaster sound cards. Guaranteed compatibility with games, education and business applications at prices that will suit everyones pocket.

These low cost solutions are available in mono, stereo and CD quality versions that are ideal for the first time buyer.



AWESOME QUALITY

For high quality, 16 bit audio, the MultiCD and SCSI-2 versions of the world famous Sound Blaster 16 are fully featured and easily upgradable with the Waveblaster (Wave table synthesis) daughter board or CD-ROM drive.

Available with or without the Advanced Signal Processor they include a full complement of voice recognition/read back and authoring software.



JUST AWESOME!

The next generation Sound Blaster AWE32 is a state of the art, professional sound card for musicians. Featuring Advanced Wave effect synthesis for stunningly real instrument sounds or special effects for the ultimate games experience.

With Advanced Signal Processing, expandable memory, down loadable sound fonts and a full musical and voice control software bundle, the AWE32 is quite simply the new standard for PC audio.

All of Creative's multimedia products are guaranteed and fully supported by a free Technical Support Team. If you would like to know more about any of our Sound Blaster sound cards, Multimedia upgrade kits or Video Blaster cards, please visit your local dealer, computer superstore or high street electronics outlet.

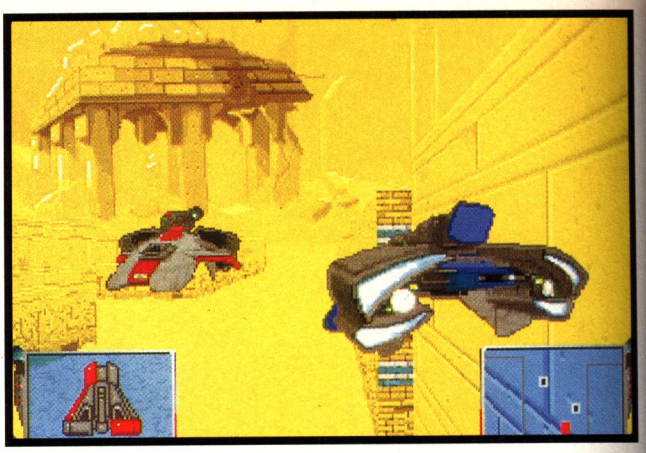
Or call our pre-sales and Tech Support Team on **0734 344744** for more information.

MICROSOFT WINDOWS

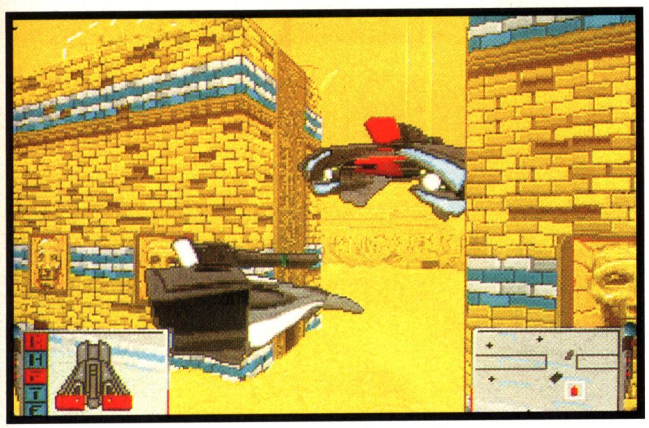
CREATIVE
CREATIVE LABS

Blueprint

Zephyr



PUBLISHER: US Gold	PRICE: Tba
TELEPHONE: 021 606 1800	RELEASE DATE: January



Jeremy Wells used to own an Austin A30 until it blew up on the A12. When we offered him a lovely new Zephyr he was swapping over the furry dice and leopard skin seat covers before we could say "dodgy MOT".

(Below) Bright colours are where it's at in Zephyr.

ONCE THERE WAS a man called John van Caneghem and he had a dream to design *the* PC game of the future, the game that everyone would be playing this time next year. Thankfully, he was no thicky, he knew that if his game was to be extra special he'd have to make sure that it would be at the forefront of modern technology and trends. With this in mind he thought to himself... (*Cue Scooby-doo flash back scene, wiggly lines, soft focus – diddly dud, diddly dud sound effects. Cut to scene of man staring into space with the look of a dead haddock, falling into a restless and weary sleep...*) "Hey, everyone's talkin' about how these networked games are gonna be *the* thang next year, so if my game's gonna stand a chance of being up there with the best, it's gotta be multi-player and networkable."

"As for the graphics, the game looks very console-like, so maybe they'll market it with a pair of sunglasses."

After a cup of tea, a twiddle with his mouse and perhaps a visit to the bathroom, another thought came sweeping into his fuzzied mind...



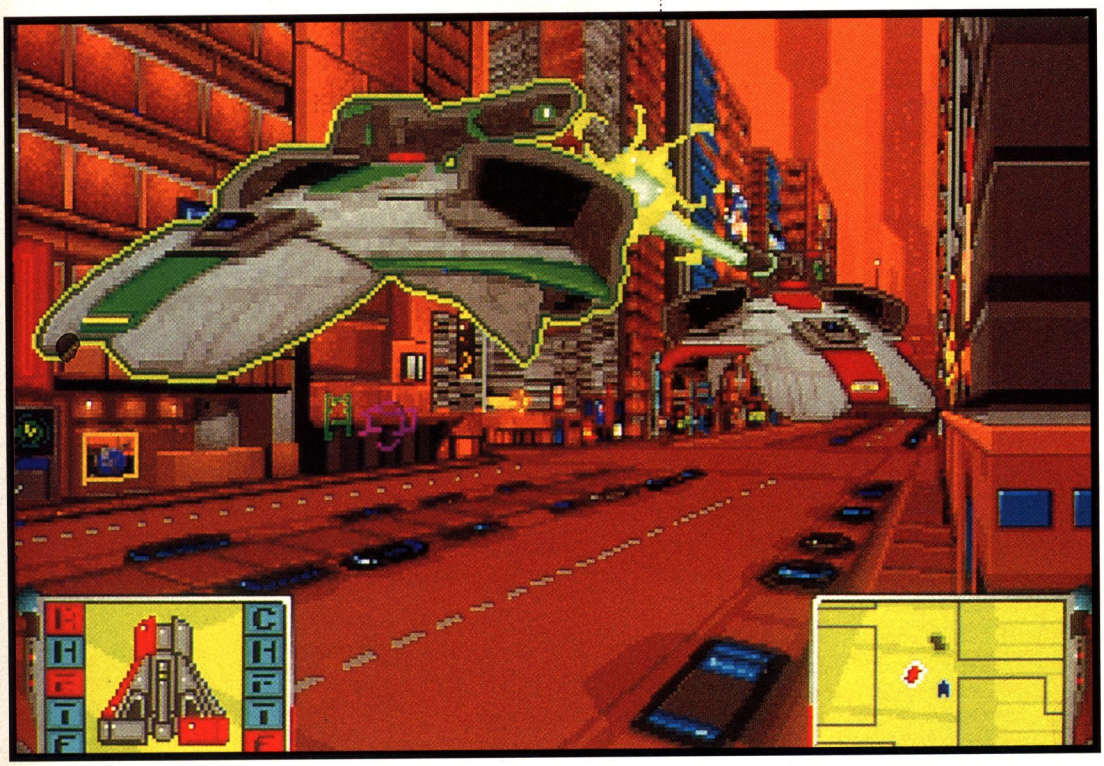
"VR – Virtual Reality. It's been on everyone's lips for ages now, and it's finally starting to happen. There are even a couple of "affordable" head sets around now for around 700 quid – by next year the price will 'ave dropped and everyone's gonna want one – better make my game VR compatible." And slowly a game begins to take shape in John's mind...

"But what sort of game should it be? What does everyone really enjoy playing now and would love to play networked up with their chums, all wearing VR headsets in a year's time? Well *Doom*'s probably the best thing ever so far on a PC, so it's got to be some kind of shoot 'em up, but it's got to be a bit different otherwise I'll be sent down the same river as *Corridor 7*. I know, I'll make it a shoot 'em up racing game. But no cars, no – I want weirdo hover ships that zip around at high speed, zapping each other with different lasers and missiles – it'll be brilliant!"

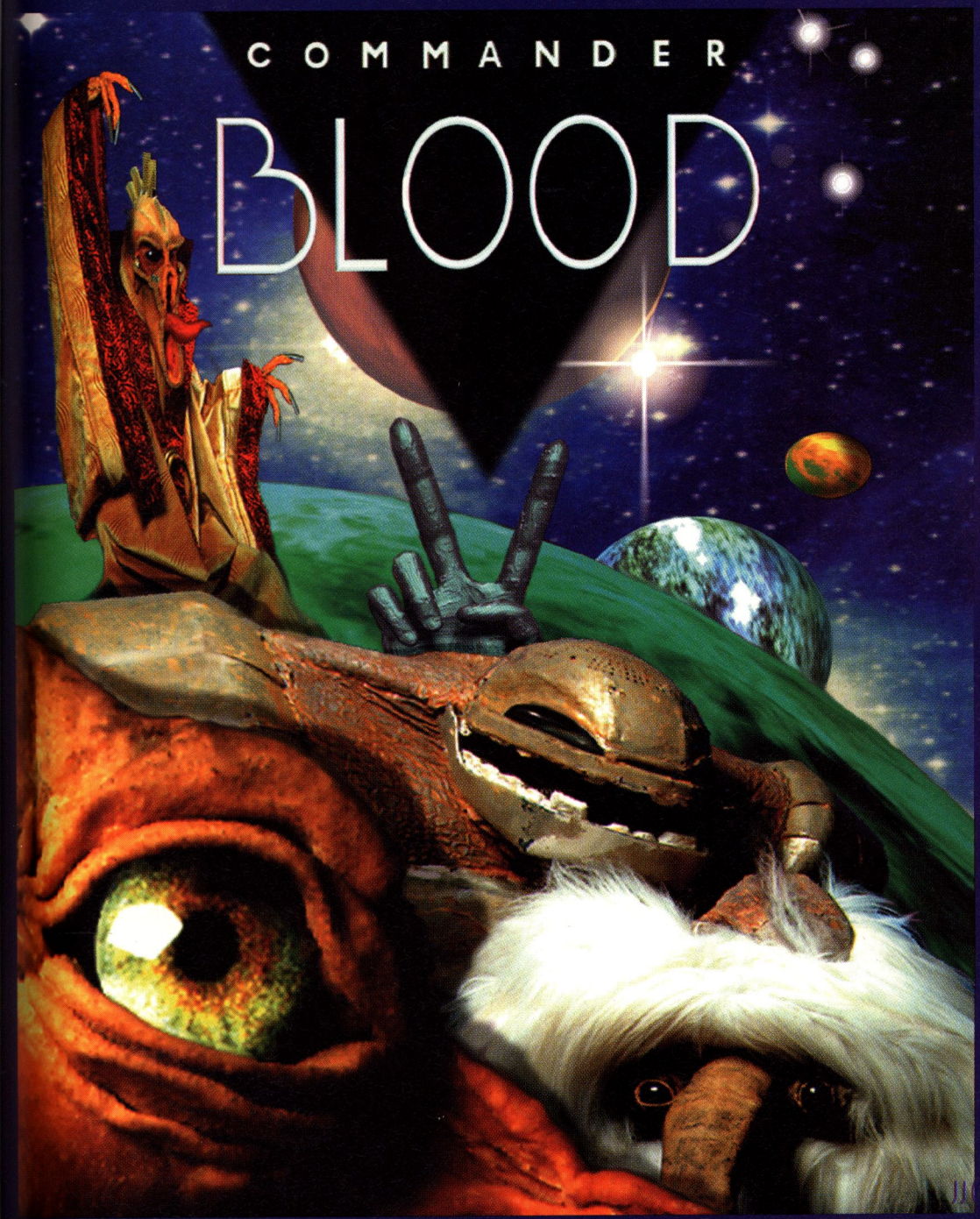
And lo *Zephyr* was born unto John van Caneghem of New World Computing in the year of our Lord 1993 or thereabouts. John awoke early that morning with a vision as bright as any that had risen over Mesquite, Texas, and in the corner, under his Arnold Schwarzenegger poster, sat a copy of *The Running Man* video. Hmmm...

Dream on dreamer

So the plot's not totally original: futuristic corporations sponsor violent and messy "races" and televise the whole thing and everyone loves it. So what? At least it's got a bit of plot. Unfortunately, it's also packed full of smarmy "TV presenter" blokes in dodgy blazers and sports jackets that spiel



PC CD-ROM £44.99









In the absolute and frozen silence of never-ending deep space, at the far end of the cosmos, the spiral of multicolour galactic cloud wraps up the planet Corpo with its volutes (at 40° of boreal latitude).

Bob Morlock, President of the Kanary Research Corp. has constructed you, Commander Blood, to carry out his last wishes - to see the birth of the universe. In this fabulous adventure through time and space you will be helped by Honk, the famous bio-conscience of the spaceship Arch, to defend the oppressed and answer the great questions of life...

What is at the origin of the Big Bang? • Who is Petit Piteux, the pirate of the Waves? • Who is benefiting from the trade of Bionium? And why do the Scruters have cybernetic Mantas in their heads? • Who is behind the mysterious 'Guilde Des Membres'? And the Ondoyantes, oh, the Ondoyantes... • And then who, really, is Bob? The answer may be found in this crowd of stars...

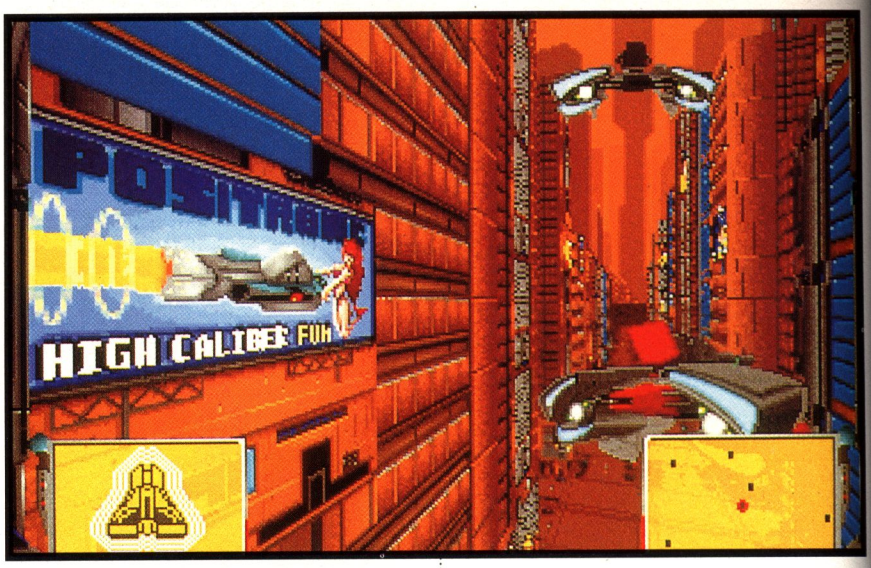
MINDSCAPE

PRIORITY HOUSE, CHARLES HOUSE,
MALTINGS PARK, BURGESS HILL,
WEST SUSSEX, RH15 9TQ
TEL: 01444 246333

CRYO

Microfolie's

(Left) Who am I? Where am I? What does this button do? Race? What race? Oh shit – I've run out of rockets!



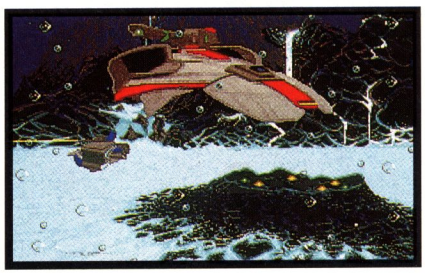
☞ off at every possible occasion. However, the music that accompanies the intro, option and action sequences of the game is very well done and helps give the game a shot in the arm as far as atmosphere is concerned.

As for the graphics, it's really a case of "Bright Colours R Us" as the screen shots on these pages depict only too vividly. Quite why the developers have gone for "Lumo colour" is a bit of a mystery. Sure, it looks different and will stand out from the crowd, but then so does a pink and orange anorak, and how many people wear that to work every day? (*You, for one. Ed.*) As a result, it looks very console-like, especially when the detail is turned off, but maybe they'll market the game with a pair of sunglasses.

Start your (game) engines

As far as gameplay is concerned, *Zephyr* promises not to disappoint with the VR and head-to-head options, although the version in for preview didn't have these options written in yet so judgement on just how good it is will have to be reserved.

As it stands at the moment, however, the control system feels a little unsteady with a joystick, whilst the lack of floating target makes it difficult to know exactly where you're flying or shooting. Consequently, you tend to find yourself flying around with your finger constantly on the trigger just to get an idea of where you are on screen. This is (I am assured) being worked on at the moment, and the developers are currently trying to come to a compromise that will equally well when the game is played via a normal monitor and a VR head set.



As your Zephyr is essentially a racing hover tank, you can fly the thing one way and, by turning the turret, spin round and shoot at something in the opposite direction. Whilst on one hand this gives your Zephyr great versatility, it does get very confusing sometimes and is a bugger to control when you come under heavy fire. Though in fairness, you can give as good as you get with 50 rockets and seemingly unlimited laser canon fire at your disposal.

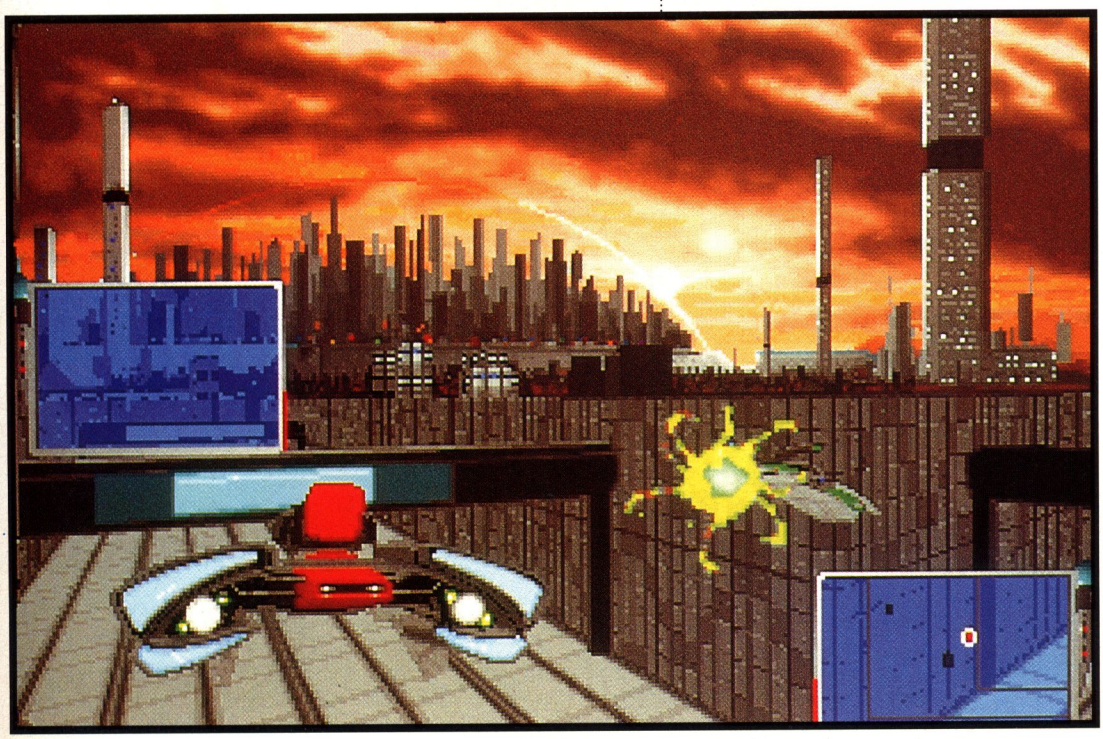
A–mazing race

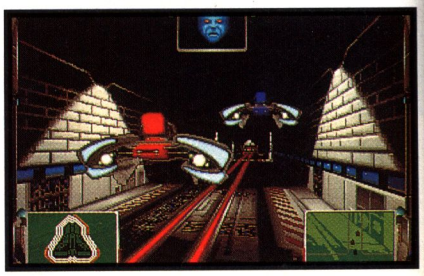
In true racing game fashion you can choose who will sponsor you and the kind of Zephyr you fancy. Each corporation favours different styles of ship with varying strengths and weaknesses and you must decide which combination most suits your style. Do you go for increased speed and weaker shields or a more conservative all-rounder courtesy of New World themselves? I didn't really notice that much difference between the Zephyrs' performance, but perhaps that's just because I'm crap at flying them.

As for race tracks or combat arenas, there are eight different alien worlds and a total of 30 different circuits, so you can find yourself flying through a futuristic metropolis, undersea worlds and dusty deserts, all displayed in glorious Vibro-colour. Although each circuit comes up on your in-Zephyr radar it's still quite difficult to navigate around the circuit as they have a tendency to resemble quite intricate mazes, with numerous short cuts and dead ends. There are left/right arrows that flash on-screen to help you, but when you add venomous opposition into the equation who like to indulge in a little impromptu shooting practice whenever they see you, it all gets rather difficult. The sense of achievement when I completed a lap, let alone a race, was therefore immense, though it might be a wise idea to reduce the learning curve just a smidgen to help out the less able Zephyr cadets if the game is to acquire instant appeal.

If New World can sort these two or three minor niggles out and the multi-player and VR options are up to scratch, then *Zephyr* is going to be a bit of a stonker. Shame there's no furry dice hanging from the radar.

(Below) It's going to look lovely with your VR helmet on, isn't it? Though you might have to wear a pair of sunglasses underneath your headset.





Dragon Lore

The legend begins.™

"One of the first RPGs to offer truly realistic-looking environments" - **PC Player**

"It's the game 7th Guest should have been" - **PC Zone**

"Dragon Lore is visually lavish" - **PC Review**

"The best graphic adventure yet... a 'must have' for PC owners" - **PC Power**

AVAILABLE NOW ON:
PC CD-ROM - RRP £44.99









PC ZONE RECOMMENDED

CRYO

MINDSCAPE®

MINDSCAPE TEL: 0444 246333 FAX: 0444 248996

Copyright © 1994 Mindscape International Ltd. Copyright © 1994 Cryo Interactive Entertainment. All Rights Reserved. Mindscape and its logo are Registered Trademarks and Dragon Lore - The Legend Begins is a Trademark of Mindscape International Ltd.
All other Trademarks and Registered Trademarks are the property of their respective owners.

Psycho Pinball

PUBLISHER: Codemasters	PRICE: Tba
TELEPHONE: 0926 814132	RELEASE DATE: January



Psycho Pinball sounds like the kind of behaviour that involves groups of furtive men, a hammer and nails, and a headline dominating court case. But it isn't. Patrick McCarthy's the dejected one.

I USED TO HAVE a friend who was abnormally interested in anything with flippers. His teenage years were an endless trial to his parents: first he was caught hanging about around the back of a freak show, trying to get into the Seal Boy exhibit, armed with a bottle opener. Then he was arrested late at night, wandering naked through the grounds of Sea World. His most humiliating experience came when he was badly beaten up by a mob of indignant skindivers. After that, he restricted his obsession to ogling other people playing pinball. I've no idea what became of him. He tended to lose contact with anyone who had opposable thumbs. Or just plain fingers, for that matter. He used to wear mittens with the thumbs folded inside out; apparently it made standing next to him at a urinal something of a chancey business.

But on to the subject at hand. If you want hard facts, there are exactly 54,347 computer pinball simulations currently available for the PC. *(Source: Shiny Balls magazine, December 1994 issue.)* And not many of them are very good. *(Source: Mark "The Pinballing Situationist" Burgess.)* And now the Codemasters, purveyors of cheap games to the under-fives, have taken it upon themselves to enter into this already absurdly overcrowded market with a new "unit" to shift. Are they mad?

"The Codemasters, purveyors of cheap games to the under-fives, have entered this absurdly overcrowded market."

Waiting on tables

Madness is, say some, unquantifiable and subjective. But I quite liked *Wings Of A Dove*. There are only three of the four tables on the current copy of the game. And I hate to say it, because there's nothing worse than being nice about something that turns out to be a pile of cack, but they actually might be pretty good when they're finished.

At the moment they're 68% complete – that's what it says on the disk, anyway – don't have any sound and are bugged to jiggery, but still show promise. They're firmly in the imitation '60s style so popular at the moment, with lights to be lit, metal rails to roll down and all that malarkey. Table one has a Wild West theme – robbing the bank, blowing up the jail, sleeping with a horse, etc. Table Two devotes itself to the world of fairgrounds (although I searched in vain for the "sexually harassed by a tattooed ride attendant" slot). Table Three has a scary, witchy, Hallowe'en theme and is my fave at the moment – largely because you can actually finish a game on it, and I scored 179,645,300, which is the first time I've got into double figures on anything.

They look like they've been designed by someone who likes pinball, and are full of little bonus sub-games: Cup Confusion (a mini Find The Lady game) Shoot The Ghost (a mini, er, Shoot The Ghost game) and others. There's Multi-ball play, extra flippers, the ball movement is fast and fluid (if occasionally a bit odd at the moment) and loads of different ways into the good stuff. The major problem at the moment seems to be with the nudging, which seems a little too effective and powerful. Put it this way, if someone nudged you in the back with similar force, you'd have to be taken home in a bucket. PZ



(Below) The magic of Alton Towers is now served at your table.



CYBERSOFT DIRECT

39 QUEEN STREET, ASHFORD, KENT TN23 1RF

CALL BEFORE 3.00PM FOR SAME DAY DESPATCH ON MOST GOODS

TEL: (0233) 660694

Cserve I.D. 100143,3707

MON-FRI 10AM-7PM SAT 9AM-5PM 24HR ANSWER SERVICE
SUNDAY ORDERS DIVERTED TO MOBILE/ANSAPHONE

FREE MOUSE MAT WORTH £3.99

10 OF THE BEST
UNDER A KILLING MOON
£35.99

10 OF THE BEST
TRANSPORT TYCOON
£26.99

10 OF THE BEST
DELTA V
£22.99

10 OF THE BEST
MICROCOSM LTD EDITION CD
£19.99

10 OF THE BEST
DOOM II
£30.99
CD **£34.99**

10 OF THE BEST
QUARANTINE
£23.99

10 OF THE BEST
MASTER OF MAGIC
£29.99

10 OF THE BEST
JOURNEYMAN PROJECT CD (Requires 8Mb RAM)
£14.99

10 OF THE BEST
SIM CITY CD-ROM
£14.99

10 OF THE BEST
MAGIC CARPET
£31.99

1942: Pacific Air Wars £29.99
Aces of the Deep £26.99
Aces Over Europe £27.99
Air Force Commander £24.99
Air Combat Classics £27.99
Alien Breed £17.99
Alien Legacy £24.99
Alone in the Dark £27.99
Alone in the Dark 2 £29.99
Arena – The Elder Scrolls £26.99
Armoured Fist £26.99
B17/Dogfight £32.49
Bat 2 £26.99
Battle Isle 2 £25.99
Battle Bugs £22.99
Battle Chess 4000 £22.99
Battledrome £25.99
Battle Isle '93 £16.99
Battles of South Pacific £28.99
Beneath a Steel Sky £22.99
Betrayal at Krondor £28.99
Body Blows £18.99
Bridge 2 £27.99
B-Wing £14.99
Campaign 2 £26.49
Cannon Fodder £22.99
Capital Punishment £25.99
Car and Driver £26.49
Carrier Strike £26.49
Carriers At War 2 £28.99
Castles 2 £21.99
Championship Man Italia £18.99
Championship Man '93 £18.99
Chessmaster 3000 £25.99
Civilization £26.49
Clouds of Xeen (Might & Magic) £30.99
Cool Spot £19.99
Corridor 7 £16.99
Comanche Max. Overkill £29.49
Cyberrace £28.99
Daemonsgate £19.99
Dark Half £18.99
Dark Side of Xeen £29.49
Dark Sun £29.49
Day of The Tentacle £27.99
Delta V £26.99
Desert Storm (Tornado Miss) £16.99
Desert Strike £21.99
Dizzy Collection £18.99
Doom £22.99
Doom 2 £34.99
Dreamlands £18.99
Dune 2 £22.49
Dungeon Hack £26.49
Earth Seige £26.99
Elder Scrolls – Arena £26.99
Elite 2 £26.49
Epic £20.99
European Champions £18.99
Evasive Action £21.99
Eye of the Beholder 3 £26.49
F-1 £27.99
F14 Fleet Defender £30.99
F-15 Strike Eagle 3 £44.99
Falcon 3 £28.99
Fantasy Empires £22.49
Fields of Glory £27.99
Fifa International Soccer £22.99
Fire and Ice £19.99
Flashback £25.49
Flight Sim 5 £34.99
Freddy Pharkas £26.49
Frontier – Elite 2 £26.49

Front Page Football £22.99
Front Page Sports Baseball £23.99
Front Page Sports Football £34.99
Genesia £21.99
Goal £18.99
Goblins 3 £26.49
Golf (Microsoft) £29.75
Grand Prix (Microprose) £28.99
Great Naval Battles £26.49
Gunship 2000 £26.49
Harpoon 2 £26.99
Helmdall 2 £25.99
Heroes of 357th £22.49
Historyline £26.49
Hired Guns £26.49
Hyperspeed £27.49
Indy Car Racing £28.99
Inherit the Earth £25.99
Ishar 2 £28.99
Imperial Pursuit £16.99
In Extemis £23.99
Inca £28.99
Incredible Machine £26.49
Indy & Fate Atlantis £19.99
Innocent until Caught £28.99
Iron Cross £25.99
Jurassic Park £21.99
Jordan in Flight £26.49
Kings Quest 6 £28.99
Kingmaker £24.49
Krustys Funhouse £18.99
Kasparovs Gambit £28.99
Last Vikings £21.99
Lemmings 1 & 2 £14.99
Links 386 Pro £29.49
Le Chucks Revenge £22.49
Legacy/Return of Phantom £30.99
Legend of Kyrandia £22.49
Legends of Valour £26.49
Leisure Suit Larry 6 £26.49
Links SVGA Data Disks £18.99
Lode Runner £22.99
Lords of Power £26.49
Lords of Midnight £26.99
Lost in Time £28.99
Lotus Ultimate Challenge £21.99
MIG 29 (Falcon 3 Data Disk) £18.99
Monkey Island 2 £22.49
Manchester United European £18.99
Man. Utd Premier League £18.99
Mantis £38.99
Master of Orion £28.99
Micro Machines £21.99
Might/Magic Clouds of Xeen £30.99
Monopoly £21.99
Mortal Kombat £18.99
Morph £19.99
Nick Faldo's Golf £14.99
NHL Hockey £27.99
Outpost £24.99
Overlord £23.99
Patrician £21.99
Pirates Gold £28.99
Pacific Strike £30.99
Pagan £26.99
Perfect General £26.49
Powermonger £21.99
Pinball Fantasies £23.49
Planets Edge £26.99
Patriot £28.99
P.G.A. Plus £21.99
Pinball Dreams £24.99
Pinball Dreams 2 £17.99

Populous 2 £26.49
Premier Manager 2 £21.99
Privateer £38.99
Quarantine £23.99
Rome AD 92 £21.99
Rampart £21.99
Ravenloft £29.49
Rally £21.49
Railroad Tycoon Deluxe £26.49
Red Baron + Mission Disks £27.99
Return to Zork £29.49
Rex Nebular £28.99
Ryder Cup Golf £18.99
Rules of Engagement 2 £28.99
Sam 'n' Max £24.99
Sensible Soccer International £16.99
Syndicate £28.99
Space Hulk £28.99
Stronghold £22.49
Seal Team £28.99
Shadow Caster £28.99
Special Forces £26.49
Shadows of Yserbius £26.49
Seven Cities of Gold £21.99
Strike Commander £30.99
Sim City 2000 £26.49
Simon The Sorcerer £25.99
Steel Empire £21.99
Space Crusade £21.99
Sleepwalker £18.99
Star Wars Chess £38.99*
Simant £15.99*
Shadow Worlds £21.99
Star Trek: Judgement Rites £28.99*
Starlord £28.99
Subwar 2050 £28.99
Tactical Manager £24.99
T.F.X. £28.99
Terminator Rampage £26.49
Theatre of War £21.99
Theme Park £26.99
Tie Fighter £28.99
Tornado £28.99
Tornado Desert Storm £16.99
Transport Tycoon £26.99
U.F.O. £24.75
Ultima 7 £28.99
Ultima 7 PT2 Serpents Isle £28.99
Ultima 8 – Pagan £26.99
Ultima 8 – Pagan Speech £16.99
Ultima Underworld £26.49
Ultima Underworld 2 £26.49
Under a Killing Moon £35.99
(available end August call now to reserve your copy as these will sell out)
Vengance of Excalibur £26.49
Warlords 2 constr. Kit £20.99
World Tennis Championships £19.99*
Warlords 2 £28.99
War in the Gulf £22.49
Wing Commander 2 + Speech £26.49
X-Wing £27.99
X-Wing Imperial Pursuit £15.99
X-Wing B-Wing £15.99
Xenobots £28.99
Zool £21.99

CD-ROM TITLES
Aces of the Deep £29.99
Aegis – defender of the fleet £34.99
Alone in the Dark £28.99
Al-qadim £26.99
Armoured Fist £26.99
Astound for Windows £114.99

B17/Silent Service 2 £28.99
Battlechess £28.99
Battle Bugs £25.99
Battle Isle 2 £29.49
Beneath a Steel Sky £28.99
Bloodnet £29.99
Cinemania '94 £44.65
Commander Blood £29.99
Commanche Maximum Overkill £30.99
Conspiracy £29.99
Cover Girl Strip Poker £20.99
Cruise for a Corpse £12.99
Cyberrace £30.99
Dark Legions £17.99
Dark Sun Shattered Lands £29.49
Day of the Tentacle £29.49
Delta V CALL
Desert Strike £21.99
Doom 2 £38.99
Dracula Unleashed £30.99
Dragon Lore £27.99
Dragon Sphere £26.49
Dune/7th Guest (Cert 15) £33.55
Discoveries of the Deep £19.99*
Earth Seige £28.99
Elite 2 – Frontier £26.49
Encarta '94 £84.49
Eric the Unready £21.99
Extatica £26.99
Eye of the Beholder £12.99
Eye of the Beholder 3 £26.49
Frontier £26.49
Fantasy Empires £29.49
Fatty Bear £26.49
Flashback CALL
Front Page Football 3.0 £26.99
F-19 Stealth Fighter £12.99
Gabriel Knight £28.49
Gateway 2 £26.49
Genesia £23.99
Goblins £17.99
Goblins 2 £17.99
Goblins 3 £28.99
Heimdall 2 £25.99
Historyline £26.49
Hoarde (Ltd. Edition) £38.99*
Indy Jones Fate Atlantis £29.49
Inherit the Earth £29.99
Iron Helix £26.49*
International Tennis Open £28.99
Interplay 10th Anniversary £30.99
Inca 2 £28.99
Jack Nicklaus + Designer £17.99
J.F.K. Assassination (Cert 15) £28.99*
Journeyman Project £19.99
Kings Quest VI £26.49
Kings Quest V £17.99
Lands of Lore £28.99
Laura Bow II £21.99
Lawnmower Man £32.99
Legend of Kyrandia £31.49
Leisure Suit Larry 1 £12.99
Leisure Suit Larry 1-5 £27.99
Lemmings Double Pack £25.99
Links £14.99
Littil Divil £23.99
Little Big Adventure £31.99
Lode Runner £26.99
Lords of Midnight £26.99
Lost in Time £24.99
M1 Tank Platoon £12.99
Magic Carpet £31.99
Masters of Magic £29.99

Megarace £26.49
Microcosm £19.99
Microsoft Cinemania '94 £44.65
Microsoft Encarta £84.49
Might & Magic World of Xeen £30.99
Myst £39.99
Nomad £21.99
Novastorm £26.99
Outpost £28.99
Pagan – Ultima 8 £35.99
Panzer General £28.99
Pirates £12.99
Police Quest £12.99
Quantum Gate £28.49*
Quarantine £25.99
Ravenloft £29.49
Revel Assault £30.99
Return of the Phantum £28.99
Return to Zork £38.99
Rise of the Robots £30.99
Ryder Cup Golf £22.99
Ring World £26.49
Saga of Aces £29.99
Sam 'n' Max £27.99
Sherlock Holmes Lost Files £29.25
Sid & Al's Incredible Toons £24.99
Star Trek 25th Anniversary £38.99
7th Guest/Dune (Cert 15) £33.55
7th Guest (Ltd Edit) £34.99*
Star Wars Rebel Assault £30.99
Shadowcaster £26.49
Simon The Sorcerer £25.99
Space Hulk £33.99
Space Quest 1 £12.99
Spectre VR CALL
Star Wars Rebel Assault £30.99
Strike Commander £38.99
Syndicate Plus £30.99
Terminator Rampage £23.99
T.F.X. £32.49
The Hoarde (Now in Stock) £34.99
Theme Park £31.49
Tornado £30.99
Ultima Underworld 1 or 2 £30.99
Under a Killing Moon £35.99
World Cup Golf £31.99

HARDWARE & PERIPHERALS

NEW CD REPAIR KIT
Protect and clean all your cd-rom and MUSIC cd's, and even repair scratched cd's. When you repair just one cd you have more than paid for the kit that will repair up to 50 . . . as seen on 'tomorrow's world' ONLY £23.99

Panasonic CD-Rom Multi-Session
CR562 Drive £145.99
(Inc. 3 CD's) £124.24 + VAT
CD-Drive Interface Card £22.99
Soundblaster 16 £92.83
£79.88 + VAT
Soundblaster V2 £64.63
£55.00 + VAT
Soundblaster Pro £89.99
£76.59 + VAT

SPECIAL OFFEFR
Panasonic CD-ROM & SoundBlaster 16. Both only £224.99 including Next Day Delivery

Full range of Modems in stock
Alto 19,200 internal fax modem only £145.99
Alto 28,800 internal fax/modem only £245.99
Also available
Nuvo 2400 Modems at only £39.99

LIMITED OFFERS (Inc P+P)
Borland Paradox for Windows £49.99
Sage Moneywise £34.99

NO VAT OR CREDIT CARD SURCHARGE

MAKES CHEQUES & PO PAYABLE TO: CYBERSOFT DIRECT, DEPT PCF, 39 QUEEN STREET, ASHFORD KENT TN23 1RF.

! HIGH SPEC. REQURED. PLEASE ENQUIRE. PRICES MAY BE SUBJECT TO CHANGE E&OE

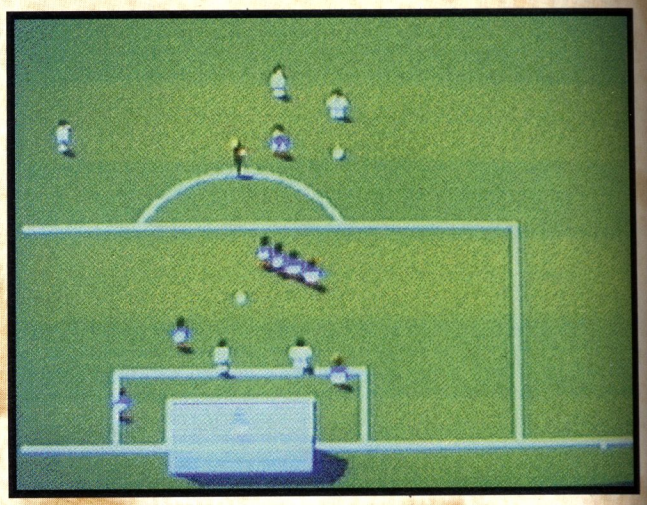
POSTAGE AND PACKING
£1.50 PER ITEM
£2.50 FIRST CLASS
£3.00 EC
£5.00 OUTSIDE EUROPE

CYBERSOFT CODE OF CONDUCT
1. ALL GOODS DESPATCHED SAME DAY IF ORDERED BEFORE 3PM UNLESS YOU'RE TOLD OTHERWISE.
2. WE AIM TO GIVE THE BEST SERVICE AVAILABLE IN MAIL ORDER TODAY

Blueprint

Sensible World of Soccer

PUBLISHER: Renegade	PRICE: Tba
TELEPHONE: 071 481 9214	RELEASE DATE: March





(Above) Imitate the tactical greats of world soccer — Capello, Cruyff, Beck — with the formation editor.

A lot of people are waiting to see what *Sensible World of Soccer* is like. Patrick McCarthy's lost all feeling in his index finger playing the Amiga version, so who better to tell you all about it? *(Who've you got? A Reader.)*

SENSIBLE WORLD OF SOCCER is out on the Amiga. And we've got it and you haven't – and nor are you likely to for some time, because it isn't even scheduled to be out on the PC until the first quarter of 1995. So we thought we'd give you the good news. Read on...

Butch Wilkins City

You can be a manager or a player-manager. Although there are a few managerial things to do – design tactics, buy and sell players – it isn't the most in-depth management game you'll ever see. To get anything out of it you really need to be a player-manager. And let's face it, who's going to be happy just managing anyway? Who's going to trust their career to the whims of a computer?

To start your career, you have to pick a team – from anywhere in the world. Anywhere. Start with a continent, narrow it down to a country, then a division, then a team. If you want to work in the El Salvadoran Fourth Division, you can. (I didn't even know El Salvador *had* four divisions.) The clubs have all been researched, but there is the odd mistake in the version we've got: Marseilles are in the French 1st division; Dino Baggio's still with Juventus; van Basten's playing for Milan. Hopefully this will all be sorted out.

Player ratings

Every player in the game is now rated in several areas – ball control, speed, finishing, etc. – which directly affect his performance. Unfortunately, you can't check the ratings of your own players, so you have to watch carefully and judge. They're also given a monetary value, which can rise or fall over a season. You can find stars on the cheap, or end up with an overpriced twerp.

> "Players are given a monetary value – you can find stars on the cheap or end up with an overpriced twerp."

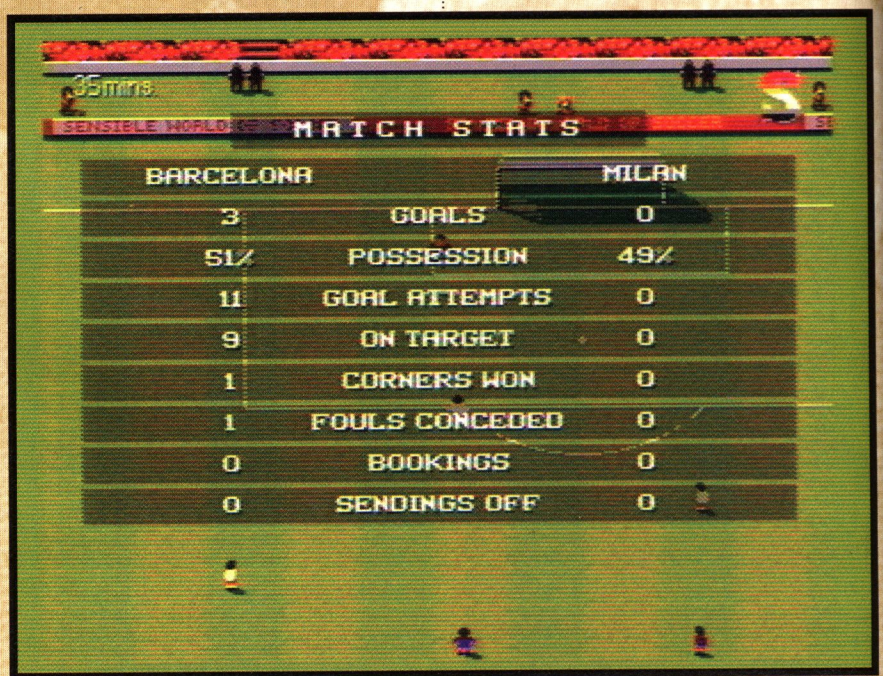
Two's company

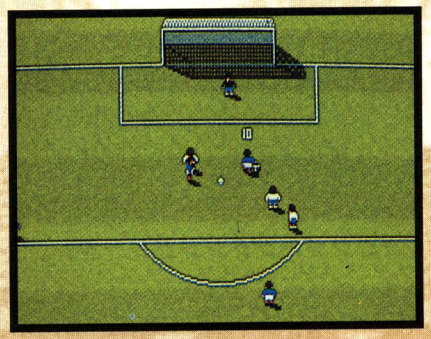
Unfortunately, the career mode is only single-player. People with friends should know that all the previous versions' competitions, for both club and national teams, are back in improved form. So you can play all the way through European Championships, World Cups, etc., with multiple players. The other good thing is you can still make up your own custom leagues and cups. Except this time you can put teams from Argentina, India, Japan, or whatever, in the same league, and there are also more extensive options when designing a competition.

Purely as an arcade game, there've been several improvements. There are more formations; players react differently; your own players don't stop your shots on the back of their necks any more – they even run off the ball (sort of). And if none of the formations are just right for you, you can make up your own...

Formations and tactics

No longer is your footballing livelihood dependent on a bunch of no-hope programmers. You can design and save your own tactics, however bizarre: move





(Left) Something's going on down there — but I have no idea what. (Below) It's football.



(Above) Make up the most bizarre cup competition in history with the custom compo options. (If you put "Windshields" in the title you'll get away with it).

the ball to each of 35 different positions on the field, and put every player into place for that situation. For Arsenal, of course, the little white ball symbol becomes a little white mound – arf arf.

Too easy?

Some people have told Renegade that, if you're remotely good at the arcade game, the Management Career is too easy. The thing is, the version doing the rounds doesn't have a few of the features implemented yet. For a start, bookings and sendings-off don't cause suspensions in this version, and nobody gets injured yet – but in the finished version, they will. As you can imagine, it's easy enough to hammer in those goals with your star forwards, but if they've both committed psychotic fouls and are suspended, (or "done an Eric", as it's known) things will be different. And don't forget that computer teams never get as many players booked or sent off as you do, which will also tilt things their way.

"As a way of giving a new lease of life to Sensible Soccer, Sensible World Of Soccer is laudable."

As it is, using Gillingham, I won all 42 league games, won the League Cup and got knocked out in the semis of the FA Cup – by Blackburn, after extra time and having had my central defender sent off in the 10th minute. (I've always hated Blackburn.) My leading scorer got 130 goals, the next, 102. Remember, though, that this is without suspensions. I had about 15 players sent off that season, and about another 40 bookings. If they'd all been suspended I'd have had to field my lowly reserves, whose ratings ensure they don't score as easily. (If you want a straight game comparison, by the way, playing as Barcelona against Manchester United, with five minute games, I won 11-0, 12-3 and 13-2. I'm not saying that in any "I Am The Best" way, either, before you all start writing in with knobby little challenges – it's to help you make your own minds up about all the above.) Apparently they're going to make everything harder, anyway.

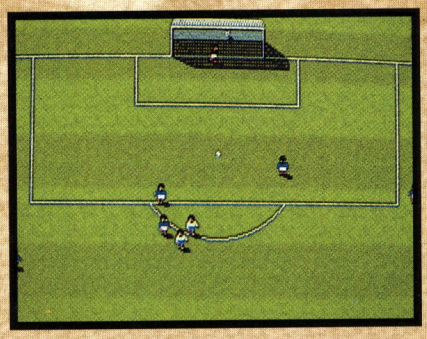
So...

Previously, if you wanted to play a long league campaign, you could sit down and make up and save an entire Premier Division, Serie A, or whatever, but it took time, and you had to approximate team abilities and playing styles. Now it's all been done for you. It's obviously going to be more fun, and, if you start with a lowly team and try to take them to the top, provide a little more challenge. You become more attached to it that way, too. Job offers from other teams have no appeal: you want to stuff the big boys with your own little club. So, as a way of giving a new lease of life to *Sensible Soccer*, *SWOS* is laudable.

When you think of the scope of the teams you can play as, it's wonderful. I really hope the PC version's up to scratch. They may change one or two things – apparently it might have the option to play with a top-down view or isometrically. But I don't really care. I've got a big cup match coming up.









Signing in the reign

Signing players is quite well done in *Sensible World Of Soccer*. You can search for transfer listed players by position, by skill and by approximate price, either by continent or anywhere in the world. Or you can approach a particular club for a non-listed player. Negotiations can have several stages, involve other players in exchange, and you don't have to decide immediately. It works the same way for you. Offers come in thick and fast and it's possible to give your team an overhaul quite quickly. If you can't sell someone you particularly dislike (a common problem in management games), you can give them a free transfer and they disappear into thin air. Fab.

Teams are a lot more willing to part with players than they would be in real life, though. After promotion, my Gillingham team are still only a second division club, but I've managed to sign Ronnie Ekelund, Robbie Slater, Patrick Moreau (from St Etienne) and David James. Not that realistic, but I'm happy.





Scenery CD "Titan´s Legacy"

After the destruction of TITAN-NET and decades of ferocious wars, the people and army of the Drullian Federation have become weary. Yet peace still eludes them.

Former allies of the Robot Empire representing many areas of its races are continuing to resist. Engulfed in political chaos, the Empire is threatening to collapse into martial law and civil war.

To counter the still influential cadres from the former era, STAG has been established. This pressure group of the now decentralised ROOM media organisations, has evolved into a powerful tool for the opponents of Val Harris, the Great Strategist. He can only watch helplessly as his powers are stripped from him. When he is kidnapped, following uproar in Parliament and riots in the streets, the Drullian Federation faces the most profound internal crisis it has ever encountered.

"Titan´s Legacy" is a highly detailed Scenery CD ROM for the famous Battle Isle 2.

- **Available on PC CD ROM**
- **Network function and null modem support**
- **New Intro Sequences**
- **Faster computer opponent**
- **Full integration of Scenery CD with Battle Isle 2 environment**
- **10 new multiplayer maps**
- **16 new computer maps**
- **50 new intermediate sequences**
- **6 extra new units**
- **Enhanced music and sound effects**
- **Scenery CD needs only 550 K main memory**
- **Enhances existing Battle Isle 2 main program**



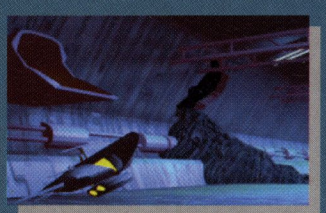
Spectacular aerial views of the Battle Isle World



A new dawn for Chromos?



The Great Strategist is accused of high treason



Mysterious events throughout the game

UPGRADE-OFFER Those of you who have the disk version of the Battle Isle 2 can get a CD upgrade by simply sending us your disks (without the packaging and manual), together with the attached card and a cheque or postal order for £10, preferably by recorded delivery. This fee includes postage, packaging and administration.

Blue Byte Software Ltd.
Fulling Mill Barn
Fulling Mill Lane
UK – Welwyn, Herts. AL6 9NP

©1993 by Blue Byte Software GmbH
Text, Graphics, Package Design, Handbook and Computer Software are protected by copyright. All rights reserved.

Blue Byte

Any dealers interested in Blue Byte products call David Bayliss at Blue Byte on 0438-716169



Games reviews are what *PC ZONE* is all about, and over the next 100 or so pages you'll find loads! All games receive an overall mark out of 100 and are scored according to the following guidelines:

90+ (PCZONE Classic)

Highly-original idea, expertly executed, utterly flawless in all departments and oozing long-term playability.

80-89 (PCZONE Recommended)

High degree of originality and extremely well executed in all but one department.

70-79

Strong idea and well executed, though not necessarily very original. Weaknesses do not impair playability and it has a reasonably long life.

60-69

Adequate. Games falling into the "If you like this style of game you'll like this, if not you won't" category.

50-59

Seen it all before. Take it or leave it. Not a terrible game, but definitely not exactly fab either.

40-49

Dodgy but playable (probably only once).

39 & Below

Seriously weak – avoid at all costs!

Specs Box

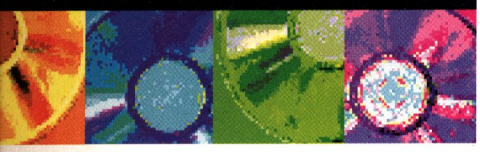
Check out the Specs Box for a guideline as to what memory, graphic and sound support you will need to run the game, and if you're still not sure what we're on about the In Perspective box should give you an idea as to how the game compares with others of its genre.

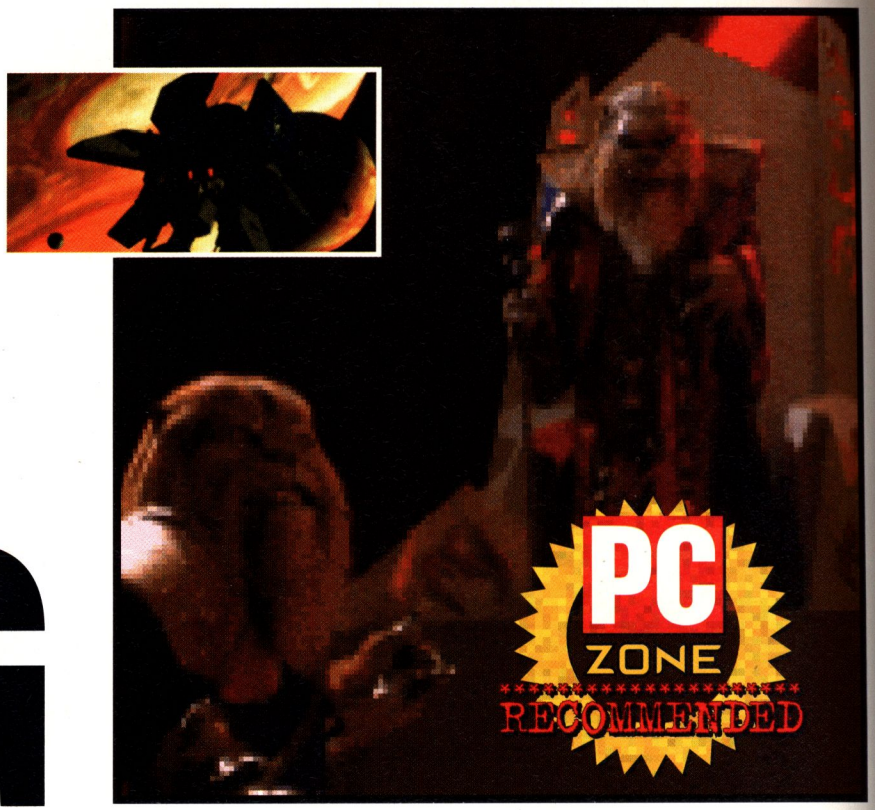
WHAT'S IN OUR DISK CADDIES?

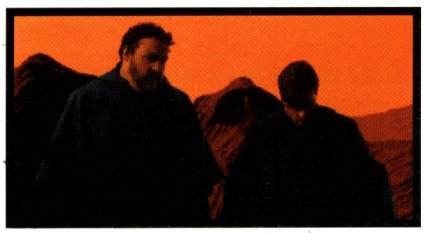
Some PC games get played, others get nicked, some get binned. Here's what's on our hardrives/in our disk caddies this month:

- Alone in the Dark III
- NASCAR Racing
- Doom II
- Magic Carpet
- Discworld

54 WING COMMANDER III
61 ULTIMATE BODY BLOWS
64 NOCTROPOLIS
66 CANNON FODDER II
70 LION KING
73 HAMMER OF THE GODS
76 ALONE IN THE DARK III
82 COMMANDER BLOOD
86 KYRANDIA III
90 VOYEUR
92 DRAGON LORE
96 CYBERIA
100 NASCAR RACING







WING COMMANDER 3



(Above) Angel (your girlie) is in deep doo-doo now. What are you going to do about that?

To buy or not to buy *Wing Commander 3*? That is the question. Charlie Brooker ponders the "ninjascopicness" of Origin's wonderfully lavish new addition to the series and comes up with two answers...

SO HERE IT IS then. The biggie. Following a host of *Wing Commander* spin-offs, all of them based upon the *Wing Commander 2* engine, comes the next "proper" instalment of Chris Roberts' highly popular series. It cost around $5 million to make, it stars Mark "Skywalker" Hamill, and it comes on four (yes, I said *four*) shiny CD's. And if the original *Wing Commander* games were responsible for forcing legions of PC users to upgrade their machines in order to play them, this one is going to have computer salesmen up and down the country rubbing their hands with glee. Its minimum specs are the most demanding I've ever seen for a PC game – a 486DX2 50 with 8MB is the *bare minimum* you will need to squeeze anything out of it.

The more impatient among you will have already checked out the score that I've given this game, and you've no doubt noticed that there's two of them. Don't panic. Remain calm. Fall ye not into a spiralling whirlpool of utter and desolate confusion. All will be made clear. You see, I'm in two minds about this whole thing, so I'm going to emulate the game itself, as it were.

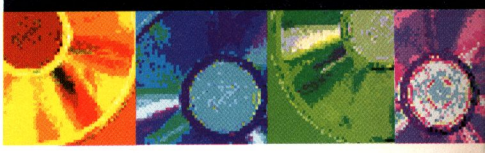
Since *Wing Commander 3* has an interactive storyline, where your decisions dictate which missions you'll fly, and whether or not it all ends in tears, I'm going to make this an interactive review, in which your decisions affect the final score. All you have to do is read the first paragraph, starting below, make a choice, and then follow the instructions. When you get to the end, you should have the appropriate mark. Oh, and you won't have to fiddle about with dice or anything, and you won't get killed (unless you decide to fight the bear at the start). Okay? So off we go then.

Your Quest Begins...

You are standing in your local games emporium. Before you is a shelf cluttered with various PC games. One of them, *Wing Commander 3*, catches your eye. You are just about to pick it up when you become aware of an eerie wheezing sound coming from directly behind you. Hot breath prickles the back of your neck. Instinctively, you spin around on your heel, only to find yourself staring straight into the face of a gigantic grizzly bear. His teeth are bared and his eyes meet yours with a merciless gaze. Gulping nervously, you glance down at his paws, noting the awful clarity of his amazingly sharp, sharp claws as you do so. He emits a low, extended growl.

You'd better think quickly. That bear could tear you limb from limb if he wanted to.

If you just want to get on with the review, go straight to Section Two.
If you want to fight the bear, hop to Section Three.



(Below) Graphically, now that the Wing series has gone SVGA, things are much, much clearer



Section Two

The bear disappears in a puff of smoke. Confused but unshaken, you purchase *Wing Commander 3*, go home, and switch your PC on. But wait a mo. – have you got a Pentium with lots and lots of RAM?

If you do, go straight to section Five.

If not, go to section Four.

Section Three

You turn and fight the bear. It rips you into a thousand jagged strips of flesh, and then does a little jig to amuse itself. You have died. And don't say I didn't warn you. Go back to the start.

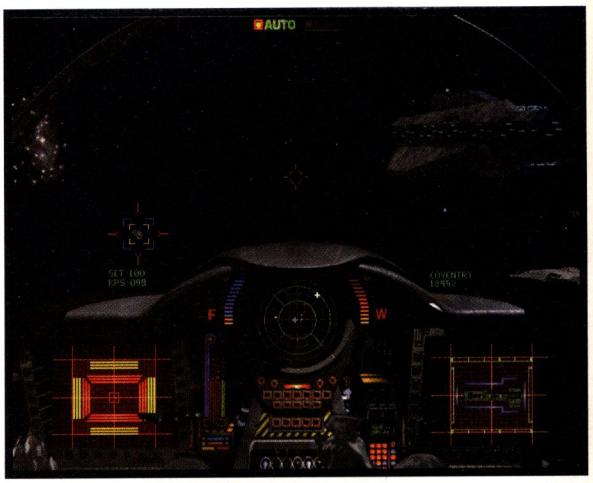
Section Four

Installation is a total nightmare. The set-up program runs all kinds of tests on your machine, and if it doesn't like the look of any little part of it (video cards are a particular bugbear), it snidely advises you to go out and buy a more expensive replacement, which is a bit bloody presumptuous if you ask me. If you've only got 8MB, then you won't be able to run a disk caching program, such as *SMARTDRIVE*, during the game, so be warned. Most of you probably won't have a machine that cuts the mustard at all, though, I'm afraid.

Impudently, the game then demands that you have at least 20MB free on your hard drive, although you note with rising horror that it recommends an installation of a further 46MB on top of that for "optimal performance". You set about clearing space on your hard drive, deleting everything you hold dear to your heart in the process. But you don't care. You've got *Wing Commander 3* and you want to play it. Once you've made yourself a boot disk first, of course.

If you passed the installation test, go to Section Five.

If you failed, phone up Chris Roberts and swear at him.



Section Five

Nice one. It's up and running. The game begins with the most impressive intro sequence you've ever seen. It's so cinematic you start forgetting about playing the game altogether and just settle down to watch. It's even in "widescreen", for God's sake. Spaceships zoom about; Kilrathi (the dastardly tiger-man bad guys) stomp around; and real, live actors start reciting a script so banal that you'd swear you were watching a major Hollywood film. It's *Top Gun* in space, but nothing you can't stomach. The whole thing goes on for about 15 minutes, but instead of boring you rigid, it sets the scene effectively and gets you in the mood.

As far as *Wing Commander 3* is concerned, you *are* Mark Hamill, alias Commander Christopher Blair. You're a bit of a hero. Your best mate is a Kilrathi, named Hobbes, who's joined your side, and the girl of your dreams, Angel, is a fellow space pilot, currently held captive by the Kilrathi scoundrels. You've wound up on a crappy little carrier known as the TCS Victory, run by the bloke who plays the boss in *Herman's Head*, and you've got a bunch of fresh-faced young pilots under your command. Since this is the future, and mankind has learnt to live together in peace and harmony, they are a cynically diverse mix of creeds and colours, all of whom speak the same gung-ho US of A bullshit.

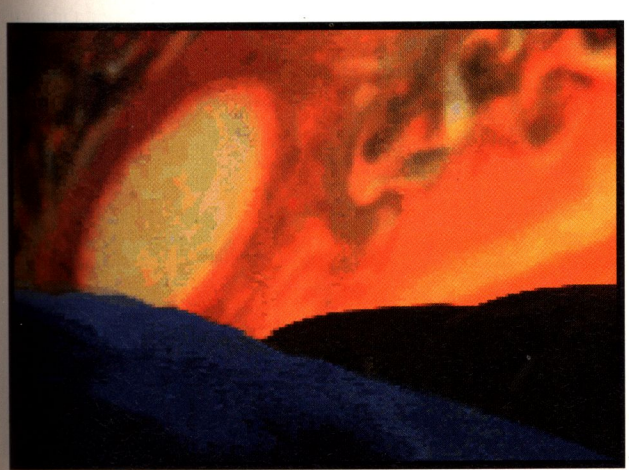
So, what do you want to do, Commander Blair? You can spend time chatting to other crew members and generally get into the story, or dive straight into the cockpit and go and kill something.

If you think it's good to talk, go to Section Six.

If you fancy a bit of annihilation, go to Section Seven.

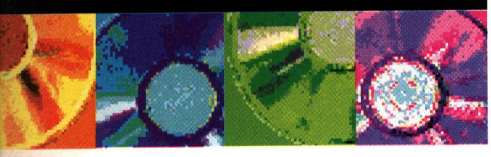
Section Six

You are wandering about the TCS Victory, admiring the pretty SVGA-





Wing Commander 3





(Left) Your ship awaits in the launch tube in true Battlestar Galactica fashion



(Above) The new cockpits are really quite fabby and the SVGA visuals do make a big difference (sorry to harp in about this, but it is nice).

backdrops. If you haven't got 16MB of RAM, you are clenching your fists every time you click on anything, since the game pauses while it accesses your hard drive for quite a long time. You note with frustration that every time you click on, say, the lift, you are treated to a short FMV clip of Mark Hamill approaching the lift, waiting a second, and then stepping inside. Click on a door and there'll be a video sequence of him walking through it. Sensibly, you go to the options screen (which also takes a long time to appear if you have nt got 16MB) and switch these transition scenes well and truly off.

Relaxing a little, you focus your attention on the presentation of the game. It's lovely. It all looks and feels extremely impressive indeed. Crew members actually turn and look at you when you move the mouse pointer in their direction, ready to enter into a conversation. A simple click with the button and you're talking. During these chats, the action occasionally stops, giving you the chance to decide what Mark Hamill is thinking. This will affect the outcome of the conversation, and eventually, the entire storyline. It's great fun – you can swan about dishing out rollockings to everyone, or be a real sweetie-pie, depending on how you feel. Before long you get a good sense of all the characters on board, and whilst none of them are any more interesting than say, Pam from *Neighbours*, you nonetheless get quite involved with them. It's all very enjoyable and it looks and sounds fantastic.

You think back to all those Origin cut-scenes which peppered *Strike Commander* and the like – endless close-ups of characters' faces with their lips moving up and down like a *Thunderbird* puppet's – and you decide that the use of film clips with proper actors is a very smart move. It's a lot more engrossing, and you don't have to go out and buy a stupid bloody "speech pack".

If you want to go and try the Space Combat bits now, go to Section Seven.

If you've already done that and you're getting sick of this Fighting Fantasy nonsense, go to Section Eleven.



(Right) A gleaming, streamlined, arrow-like beast of a ship

Section Seven

You step into the briefing room and prepare to learn the objectives for your next mission. Herman's boss reels off a list of goals, accompanied by a nifty little animated diagram. You salute and say something "heroic".

The action switches to a main briefing room. Now it's your turn to boss somebody about, since you can choose which character you want to fly on your wing for this particular mission. Then it's off to the flight deck and away you go.

If you are extremely rich, go straight to Section Nine.

If you aren't, go to Section Eight.

Section Eight

Oh dear. Maybe your computer isn't up to the job. You are sitting in the cockpit of your spaceship, waiting to take off. Your hard drive is grinding away *ad nauseam*. You start wondering whether the game has crashed. You look at your watch and sigh audibly.

Finally, the radio crackles into life and you're ready to take off. If you chose SVGA mode for the starflight sections, you immediately notice two things – firstly, that it all looks quite magnificent, and secondly, that it moves so jerkily that you don't want to play it any more. Time to quit the game and select bog-standard VGA mode for these sections, then.

You return to the fray, this time in VGA mode. It still jerks around quite a bit – and it keeps pausing to access the hard drive but hey, it seems vaguely playable, so you doggedly press on. But by now you are pretty depressed.

Go to Section Ten.

Section Nine

You take off straight away and get right into the action. Ships are zipping around this way and that in glorious SVGA, laser beams light up the darkness, and all the explosions look stunningly real. By Jove, this is one of the best-looking games you have ever seen, ever! You hunch over your joystick with a smug grin on your face, thanking the Lord that you bought a fantastically expensive, top-of-the-range PC.

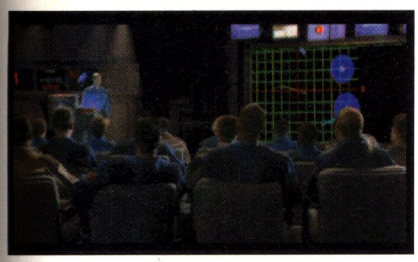
Go to Section Ten.

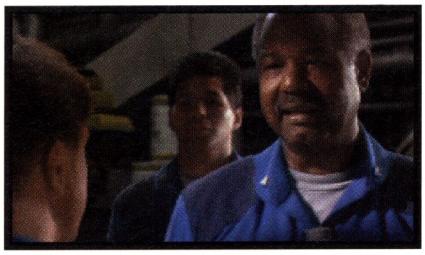
Section Ten

If you've played any of the *Wing Commander* games before, you'll feel right at home with this latest incarnation. The only real difference you'll notice is that the ships are a lot more detailed, and the 3D effect is much, *much* more convincing than ever before. Apart from that, it's more of the same.

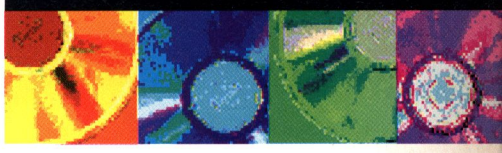
If, like me, you never really liked the way your own ship handled in the previous games, you'll be disappointed to learn that it feels very similar in this one. Even if you've got it running smoothly, there's no real sensation of speed or depth; deep space seems like a flat bitmap in the distance. It feels more like a computer game than the real thing, basically – and for my money it's not a patch on *Tie Fighter* or even *Inferno*, although it is slightly easier to get into. And it's blue, like *Frontier*. Boo. Blue space looks silly.

There's quite a lot of chatter going on out there in the wild blue yonder – you can boss your wingmen about as much as you like, and the Kilrathi scum who keep shooting at you like nothing better





(Left) All of the video sequences appear in a sort of "wide screen" format and are probably the best non-MPEG encoded sequences we've ever seen



than a good bit of bitching over the airwaves. Speech aside, the rest of the sound effects are satisfyingly meaty, with great "whooshing" missile noises and thunderous explosions going off left, right and centre.

The missions are, as you would expect, pretty straightforward to begin with, but by the time you reach mission five or so, the difficulty level seems to multiply itself several times over, and you'll find yourself having to watch your own funeral service several times before you get to grips with it.

Overall, though, I didn't find the combat sections too enthralling. It's fun, don't get me wrong, but... oh, I don't know, it just didn't quite do it for me. I can't help thinking that Origin has spent too much time worrying about looks and presentation, when they should have been tweaking the gameplay until it was top-notch stuff. Instead, it's as if they took a copy of *Wing Commander 2* off their shelves and poured 27 buckets of expensive gloss all over it and paid a bunch of actors to carry it around.

If you loved *Wing Commander 2* to death, you won't know why I'm whinging. And if you haven't played any of the previous games, it's well worth a bash. You might like it.

If you've had enough of this combat stuff, return to the Victory and go to Section Six.

If you're sick of all this section-hopping (although I think it was a fairly nifty and highly-original idea of mine) go to Section Eleven.

Section Eleven

So there you have it. It's wonderfully presented; in fact, if anything it's *overly* presented. It's got a decent enough storyline, with enough variety and decision-making to keep you satisfied, but the actual space combat, whilst pretty, is a bit of a letdown.

If you've got that whopping big expensive PC that I keep mentioning, go to Section Twelve.

If you haven't, go to the Thirteenth Section of Death.

Section Twelve

Buy it. Despite its faults, *Wing Commander 3* will give you hours and hours of fun. It'll impress your friends immensely and you'll be determined to play it through to the bitter end. But let's face it. You're a right ol' moneybags, aren't you? And you probably would have bought it anyway, even if I'd given it zero percent. Bet you've got *7th Guest,* haven't you? Well, this game is infinitely better. And think yourself lucky. I originally tried the game on a 486DX266 with 8MB, and it ran like a limping dog. If your computer's tougher than that, it's a treat.

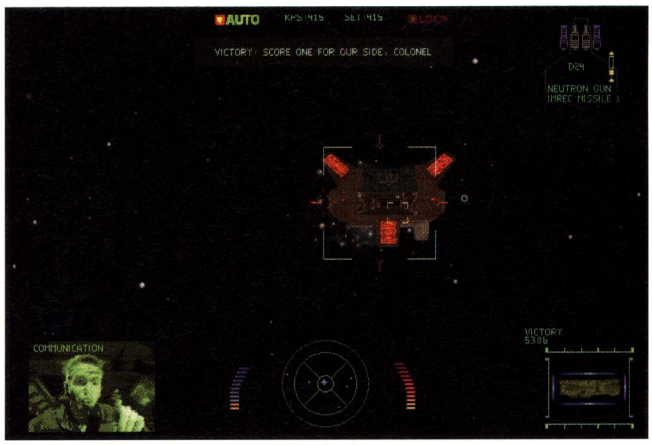
Go to Score Number One, you well-off so-and-so, you.

The Thirteenth Section Of Death

I wouldn't bother if I were you. It'll run, yes. But it'll make you



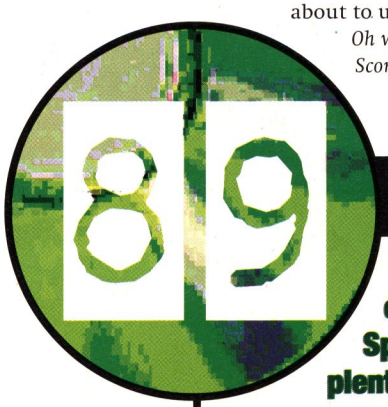
(Left) The Kilrathi ships will be familiar to any of you who have played Wing Commander Armada...they're all the same this time



pay for the privilege. You wouldn't *believe* how much disk-accessing you will have to sit through. It utterly spoiled the game for me. I clenched my fists. I swore out loud. It's a different story on a ludicrously ninjascopic PC, however, but the majority of you won't be able to play this game as it should be played.

Ignore the minimum specs – look at the recommended ones – and only buy it if a) You're unnaturally patient, or b) You're about to upgrade your machine.

Oh well, that's life. Go to Score Number Two. Z



SCORE

A flawed, yet engrossing epic. Spills, thrills, and plenty of ham...



SCORE

...Or, on the other hand, a gigantic, bloated, pain in the arse!

Minimum Memory: 8Mb (Rec. 16 Mb)

Minimum Processor: 486 DX2 50

Hard Disk Space Required: 20Mb

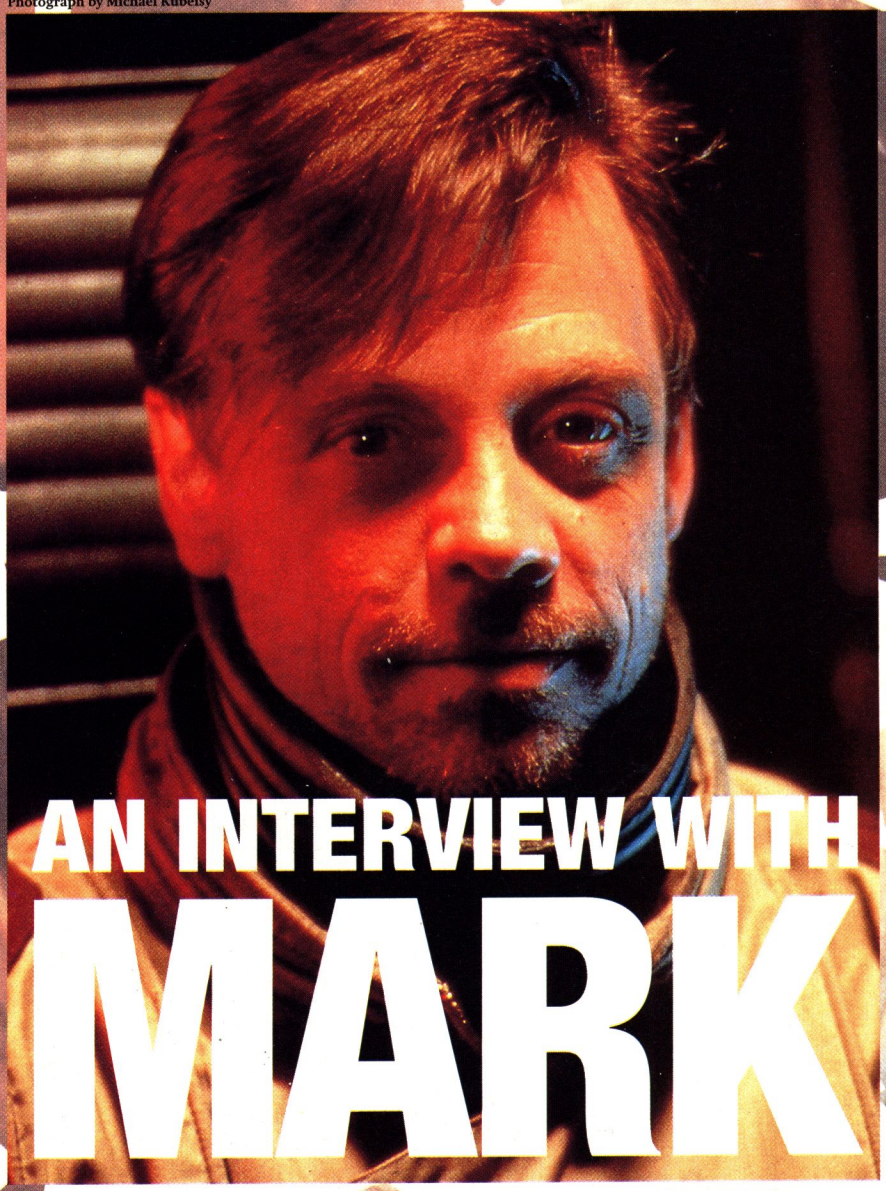
Graphics Modes Supported: VGA - SVGA

Sound Cards Supported: All major soundcards

Controls: Key board, joy stick, Thrustmaster

Price: £59.99 **Release Date:** Out now

Publisher: Electronic Arts **Tel:** 0753 549442



Photograph by Michael Kubeisy

AN INTERVIEW WITH MARK HAMILL

An Interview with Mark Hamill

FEATURE

OKAY, so he played Luke Skywalker in the *Star Wars* movies. So what, eh? They are only some of the biggest grossing movies of all time and the only series of films that virtually everyone in the entire universe loves. It's no big deal, is it...? Just because he happens to be starring in a video game there's no need for us to go all silly and make a fuss, is there. Shyeah, right... When faced with the prospect of going out to lunch with the guy, the *PC Zone* crew were very calm and collected. One would even go so far as to say that the response was nonchalant. The fact that we'd have sold our grannies for the opportunity was hardly evident. So off we trotted to a little bistro (Italian, I think... we hardly noticed) in deepest Islington and donned our pelican bibs for a slap-up binge and chin-wag.

Before the whole thing started we decided that to talk about video games would be one of the dullest things we could do. Everyone knows he's about to star in *Wing Commander III* from Origin, so there's not much he could really say about it. Instead of going for any "Nige" questions we decided to just go for a statement from the guy, and here it is...

Mark Hamill (MH): "Actually, doing a computer game was not too different from doing a conventional film, other than the obvious variations in the scenario. Yeah man, that Ginger Lynn is one hot babe!"

(There you go – Mark Hamill's actual words. Now we can get on to the interesting stuff. And seeing as he brought the subject up, about Ginger Lynn Allen, Mark...?)

MH: "Actually, before I started work with Chris *(Roberts being the head honcho in charge of production on* Wing III *and the guy responsible for the series. Ed.)* I hadn't actually heard of her. I believe she's only been around on the porn circuit for the last three or four years. My wife and I went through our porn phase, ooh, about eight years ago, so I think we missed her. Anyway, there haven't really been any classics in the genre for years. Where are your *Deep Throats* these days? I know Ginger is very successful in her field, and I suppose that this could be down to the fact that she has a certain cheerleader quality. Still, I wouldn't mind checking some of her movies out.

The problem with erotic films these days is that they're not... there's just not enough foreplay and it's just straight in there for the kill. It's all close-ups and, well... you know, it's just not as erotic. Sex should be all about making love and these days the movies just don't show this. I don't know... I've been thinking of getting a satellite dish and then I could get a channel, er, Triple Ecstasy I think it's called. I'm not sure. I have three kids and I need to be careful. I don't want them traumatised at all.

When I was a kid I didn't even see my first copy of *Playboy* until I was 15 or 16. I used to baby-sit for a family and I found a copy there once. Oh boy... I used to really look forward to doing that job. Hardcore stuff was absolutely out of the question, though. I never saw any of that until much later. C'mon! You're talking to a guy here who was refused entry to *What's New Pussycat* when I was an adult!"

PC Zone (PCZ): *"Having enjoyed the experience would you go back to do another game? Maybe even play Blair in* Wing Commander IV? *What are you doing next?"*

MH: "Yes, I loved doing the game and if the opportunity arose I would have a go at another one. It's different... and it pays. Of course. In the meantime I'm working on a movie with John Carpenter called *Village of the Damned*. I love working with the guy; we both share a love of B-movies. Actually, I was involved in a remake of the *Creature of the Black Lagoon*, which was immense fun. Unfortunately, in the current 'right-on' climate we had to re-do a lot of the work to make it more ecologically friendly. We spent absolutely millions in pre-production, and it was all wasted. Still... never mind."

PCZ: *"So you would do another game, but do you actually play the things yourself?"*

MH: "My kids play the games. They've got a Sega Genesis and a Super Nintendo, and way back they used to have an NES as well, and they play lots of games on that. I tend not to bother, though, because the kids really do tend to dominate with stuff on those systems. With games like *Street Fighter* I really just don't stand a chance. It's just embarrassing. I've tried every now and then but the kids just say, 'Dad, please don't try and play in front of our friends'."

I've bought a PC recently, though, and I've had a look at some stuff on that... it looks very nice. Actually, I believe George *(Lucas... who else? Ed.)* sent us a copy of *TIE Fighter* a few weeks back and my eldest is playing that a lot. It looks fantastic so I'll maybe try and have a go with that."

PCZ: *"Have you played* Doom?" *(We had to ask this, really. Ed.)*

MH: "Doom? Is that a game? Nope, never heard of it."

PCZ: *"A lot of people, especially in Britain, may wonder what you've been doing since the* Star Wars *movies. You've been seen in a few movies, but you seem to be cropping up more and more as a bad guy in TV shows such as* The Flash *or* Batman Animated Series. *Is this something you particularly enjoy?"*

MH: "To be honest, I actually prefer to play a bad guy; they're so much more fun. Playing the villain, especially the Trixter in *The Flash*, is an absolute hoot. The whole thing with the ridiculous outfits... you know, the spandex with the diamond patterns and the long flowing cape – it's all incredible fun but totally impractical. It can take up to four people to help you get into your suit – you just can't reach all of the zips. The whole silly outfit thing is something that you accept in comic books, but it just doesn't quite work in real life! I had some occasions where I was throttled when my cape was sucked in by one of the fans on set... and the most memorable was during a court scene. The Trixter was in court, in his outfit of course, and there was this scene where he was supposed to jump up out of the witness box and strangle the DA. Something that would be really cool in real life, huh? Anyway, I had on these ridiculous 'jolly green giant' shoes... you know, the ones with the big curly toes? Anyway, as I leapt up out of the box these stupid shoes got caught on the box and I went flat on my face... it's totally ridiculous.

© 1990 LucasArts Entertainments Co.



(Above) Mark as seen 17 years ago in a galaxy far, far away.

To be truthful, I love disagreeable characters. Unfortunately, for a long time the networks in the States haven't really gone a bundle on them. The British stuff is just fantastic, though... I'm a big fan of *Black Adder* and especially *Fawlty Towers*. Basil is just a god. Everyone who watches it in the US thinks that there are loads of them but there are only, what, 12 to 18 episodes? Programs in the States are only deemed successful if they can run for five or six years. With *Fawlty Towers* what more could they do? They've done everything, and it was all superb; the gourmet cooking, the Germans. It was all inspired lunacy. If they ran it for too long it would wear out its welcome."

PCZ: *"I suppose we have to mention it at some point... but what about* Star Wars? *Surely you don't have to work again after its success?"*

MH: "You'll be surprised by this, but I don't get a percentage of the total profits that the films and everything to do with them makes. The production of the series was actually very clever because they were all made as non-union movies. The majority of the filming was done in the UK as opposed to the US and this effects the way things work. As a result I don't see any profits from *Star Wars* related merchandise or even the videos or music. I'm not complaining, though, I did just fine out of the whole deal, just don't expect me to get too excited when people say something like 'Hey, *Jedi* has just gone triple platinum, isn't that great?' Well, yes, it is great... it just doesn't really effect me. The only time I ever see anything from the movies is when they go back into the theatres. And no – before you ask – I'm not involved in the three new movies. It would be great to be asked but what would I do?"

Wing Commander III staring Mark Hamill is reviewed on page 56.

Strictly Adults Only

VIDEO POKER©

& Only £14.99

Italian Strip Poker©

Only £9.99

VIDEO POKER HAS ARRIVED...

EXPERIENCE THE FUTURE OF VIDEO INTERACTION WITH OUR BRAND NEW MULTI-MEDIA RELEASE. BEAUTIFUL GIRLS & INTELLIGENT GAME PLAY MAKE THIS A MUST FOR YOUR P.C.

NO CD ROM REQUIRED

TASTE THE EXCITEMENT OF ITALY WITH OUR FULLY INTERACTIVE WINDOWS BASED CARD GAME. PLAY AGAINST 4 BEAUTIFUL GIRLS, EXTRA PLAYERS AVAILABLE IF REQUIRED

SYSTEM REQUIREMENTS
Microsoft Windows 3.1
10 MByte Hard Disk space
IBM PC or compatable (386 min).
256 Colour SVGA 4 MByte RAM
Please enter name, address & enter the products you want below:



Cheques or postal orders payable to HOT HOUSE ENTERTAINMENTS, allowing 28 days for delivery:
Hot House Entertainments Suite 501(M) 223 Regent St London W1 8QD

Description	Qty	Price	Description	Qty	Price
VIDEO POKER		£14.99	ITALIAN STRIP POKER		£9.99
EXTRA PLAYER (1)		£7.99	EXTRA 2 PLAYERS (1)		£4.99
EXTRA PLAYER (2)		£7.99	EXTRA 2 PLAYERS (2)		£4.99
EXTRA PLAYER (3)		£7.99	**Christmas offer. Complete package**		£49.99

NAME _____
ADDRESS _____
_____
POSTCODE

I declare that I am over 18

Total amount enclosed Including VAT and P&P. _____ **Signed** _____

SCALE magic

PC Software that Quickly and Easily helps Improve Your Knowledge and Performance of the Guitar.

Designed for the beginner, Casual Player or Professional Guitarist.

* Displays and plays an awesome array of chords, scales and arpeggios. Plays via Sound Blaster card or MIDI hardware (MPU401), screen presents everything on a guitar fretboard in any combination of keys, fingerings or inversions desired, in a variety of styles: Blues, Rock, Jazz, Classical, Spanish, Country, Pop etc.
* Play along with Scale Magic as you would another guitarist. Notes are highlit on-screen as they are played. You control the tempo, by setting the speed of play for your level.

Helps You See and Understand Important Concepts Much Faster than from a Book, Video or Tape.

* See and hear the difference between scales - the modes, Harmonic Minor Blues etc.
* See and hear the difference between chords - Major, Minor, Augmented, Diminished, 7ths, 9ths, etc.
* Learn how to connect scales, chords and arpeggios up and down the fretboard.
* Create what you want to on-screen, then print it all out on a single page - notes, fingerings, playing hints, etc. Great for personal study or instruction.

Plus - Scale Magic Style Modules ***£22.50*** each if ordered separately, ***£18.00*** each if ordered with Scale Magic..

These optional modules in Rock, Blues, Jazz, Country and Pop, show you all the popular standard chord progressions and scales enabling you to solo over the songs like a

Scale Magic Special Christmas Offer £49.00 + £5p&p (RRP £99.00)

Price Includes Free Rock Module with all orders

Contact Terry Sherar

Waverley House, Forge Road, Naphill, Bucks HP14 4ST

Tel: 0494 564511 Fax: 0494 564213

ULTIMATE BODY BLOWS

Gareth Ramsey is your sweet, old-fashioned type of chappy who longs for the good ol' days when a scrap meant fighting it out with your fists, feet and teeth, not with a mamby-pamby joystick. Pfah!



KIDS TODAY don't know how easy they've got it. I mean, when I were a lad we had to make our own fun. Nowadays it's all computer this and computer-that and. (Oh my God, I'm starting to sound just like my father!)

We had real fights when I were a young lad. And special moves, too (you should have seen young Jimmy from no. 23's collection of rotten eggs). There were none of this fireball malarkey, pfah! Well, *Body Blows* from Team 17 is no exception and follows the "unwritten code" of beat 'em ups to the letter.

Being a PC games mag, there's probably a few of you unfamiliar with the beat 'em up, so I'll briefly explain the "unwritten code".

The "Unwritten Code"

1 Set each fight against the most unlikely/bewildering of backdrops, i.e. the 27th floor of an unfinished skyscraper, an Amazonian temple, etc.

2 Have a selection of tough guys (clothing: baseball caps and sleeveless T-shirts or ninja outfits), unhumans (clothing: none), robots (clothing: er...?) or barbie doll women (clothing: leotards, leotards or, indeed, leotards).

3 Each player may perform a number of attack and defensive moves executed by moving the joystick or keys through any of the eight positions. A further eight exist with the fire button down and even more if you're in the air. (*Ultimate Body Blows* has 21 to remember.)

4 For added bewilderment, provide different characters with different moves from the same joystick position!

5 Dangle a metaphorical carrot in the player's face in the form of an ultimate nasty which can only be fought once all of the others have been "had".

Follow these simple steps and once the players are shouting such phrases as "No, wait. How did I do that, again?" and "He keeps jumping!" – you've got it.

Head-to-head (whoopee!)

Ultimate Body Blows does, however, have some options that should keep the interest going for any fans of this genre. Let's face it, what keeps you playing is one thing and one thing only – the two-player option. This is where you get to shout "Right, you, outside NOW!" at your best mate and go head-to-head – why, you can even beat up a girl if you so chose... how politically correct.

Head-to-head option two sees up to eight of you spilling each other's pints, getting a little peeved and having a tournament to find which of you is the toughest. It's an instant knockout affair with the winner going through to the next round.

The third head-to-head option is this tag team thingy. Now, this I can see being *Ultimate Body Blows*' biggest selling point. Two teams of up to 21-a-side can slog it out to find out who really is "hard as nails". It's a winner-stays-on type affair and one game could very well last hours.

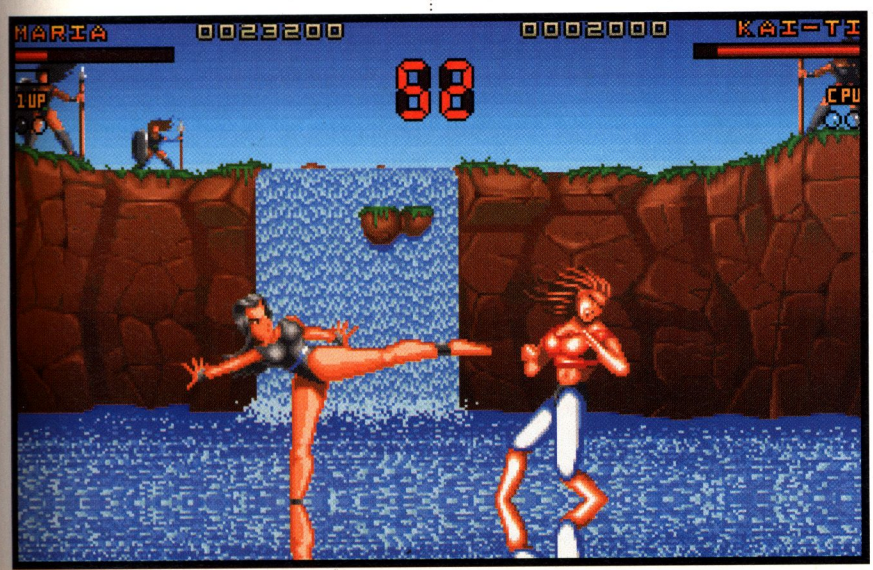
Graphically, *Ultimate Body Blows* is fairly average, with most of the characters looking pretty pixelated ,and the seven backdrops are nothing if not adequate. Occasionally, I managed to get the computer opponent stuck, with me punching repeatedly until he fell. But, my biggest gripe with the game has to be the copy protection – black on black, seven huge tables and only ONE attempt. As a result I found myself getting thrown to DOS on more than one occasion. Boo, hiss.







Weren't these guys in Star Wars?

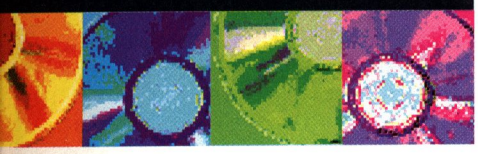


(Left) Oooh, I'll scratch your eyes out.

78 SCORE

For me, *Body Blows*' "saving grace" is the nice and violent two-player option.

Minimum Memory: 500K + 2Mb extended memory
Minimum Processor: 386sx25
Graphics Modes Supported: VGA
Sound Cards Supported: Ultrasound, SoundBlaster and 100 per cent compatibles
Controls: Joystick, keyboard
Price: £29.99 **Release Date:** Out now
Publisher: Team 17 **Tel:** 0924 201846





(Left) This is part of a dream sequence. But then you knew that already, didn't you?

Noctropolis

A dark and sinister city, macho men in capes and beautiful women in skin-tight catsuits? Just another Saturday night for Paul Presley (he wishes).

WHATEVER HAPPENED to the good old traditional superhero? I mean, it's a rum old world (as my grandmother is wont to say) when they can kill off Superman. Spiderman is married; Batman is no longer accompanied by Robin and has gone all moody; and nowadays The Incredible Hulk is twice the size, grey and can talk in articulate sentences. Something's wrong with the world and I blame the X-Men. Ever since this bunch of moralising, yuppie, talk-our-way-through-personal-problems do-gooders came along, everyone in superherodom has started getting "realistic". Pah! Bring back the Bat Two-Step say I and be quick about it.

What always struck me as odd was that superheroes very rarely featured in computer games (aside from the odd platform romp on a console somewhere). Hoping to redress the balance is *Noctropolis*, a "mature-themed" superhero adventure from Electronic Arts.

You play the part of a typically ordinary Joe, unwittingly cast into the mysterious world of Noctropolis and the cape and cowl of Darksheer – hero of the night (which just goes to further my theory that all the good superhero names have gone).

"A few expletives and a barely visible nipple just before the screen goes dark is hardly 'mature adult themes'."

Straying from the path

I must admit, it's been some time since I've seen an adventure game like this. I don't mean that as in "it's stunning, a marvel etc., etc.", I mean it as in "it's linear and has the dreaded 'You can't do that' prompt". This is adventure writing from the old school; the kind of games we were getting three or four years ago when games players were still required to use those keyboard-thingies to enter commands. You enter a location, you pick up an object, you go to another location, use the object and more locations are opened up to you. But – and this is the important bit – you can't use that same object anywhere else, no matter how logical it might seem to do so at the time. The programmers didn't make the game that way you see. You solve the puzzles their way or not at all.

What might come as a bit of a shock to you, though, is that I kind of prefer it this way. The biggest problem that any adventure game of recent days has faced is one of difficulty. LucasArts may have told some of the best pseudo-cinematic stories ever to grace a floppy disk, but if you wanted to, you could sit down and play each one through on your first attempt. The swing has been towards story-telling and away from interactivity and challenge. The old style of adventure game may have had its limitations, but by God, you never completed one of those babies in less time than it takes you to cook a box of McCain's Micro Chips.

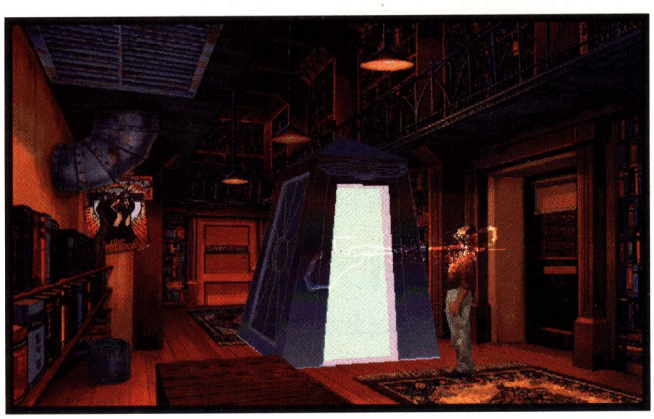
Noctropolis is very much in this vein. Forget the pretences at being an "interactive movie", this is an *adventure*, dammit! I was told that I "can't do that" nearly 20 times in one location and each time I loved it. It just made me more determined to solve the puzzle, and more fulfilled once I had.

Noctropolis is not without its drawbacks, though. These mainly occur when the game tries to tell its story. Because it's been programmed in a very linear fashion, whenever you do something before the designers wanted you to, or whenever you take a different path to the one they expected you to, it tends to show. The story becomes disjointed as people talk to you in ways that don't make any sense until you go back a step and discover what you were expected to do first. This is mainly down to sloppy programming and could have easily been corrected without damaging the feel of the game. For example, characters could have gently nudged you back in the required direction if you strayed.

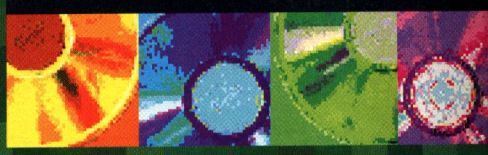
Adult schmadult

The other problem with the storytelling is that of the atmosphere it's trying to create. I saw an advert for *Noctropolis* in a recent issue of *Wired*. It had a big sticker plastered on it saying "Warning! Contains mature themes!" and the like, and throughout the game you feel as though it's trying to be all mean and moody and "adult". Unfortunately, the "adult" themes amount to little more than a couple of "shits", a "pissing", a liberal smattering of "asses" and a couple of women in lingerie. Now, I'm sorry. A few expletives and a

(Right) Bill and Ted take on a much nastier turn. Actually you're just being transported, not decapitated.







(Below) "I may be misreading the signs, but does this mean we're on for shag?"



barely visible nipple just before the screen goes dark is hardly "mature adult themes". It's little more than a way to make sure a warning sticker is slapped on the box (or in this country, one of those ELSPA rating labels) so that the sales increase as hordes of prepubescent schoolkids try to get their hands on it, hoping they can get their hand on something else once they start playing.

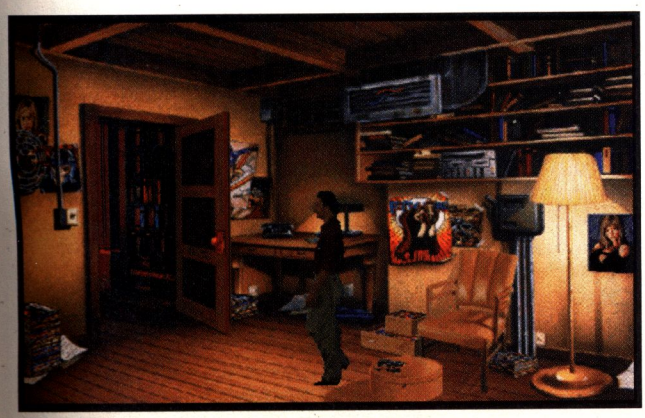
I know that in the wake of such media headlines as "Night Trap Ate My Children!" and "Doom Has Some Blood In It!", we all have to be careful and watch that we don't offend the moral minority and cause furious letter-writing campaigns, but we should be able to tell mature stories that really are mature without resorting to such easy ways out. *Noctropolis* would have been no different a game had the "shits" been replaces with "damns" and the women had been wearing tank tops (well, maybe).

Begone digitised sprites!

A long time ago, in an adventure game far, far away (but probably from Sierra) someone invented the term "rotoscoping". Basically, this involved digitising a live "actor" performing various actions, such as walking, jumping, turning around and so on, then incorporating said actor onto the background scenes for the game. And everyone whooped and cheered because a new, more realistic way of presenting graphic adventure games had been born. Everyone except me, that is.

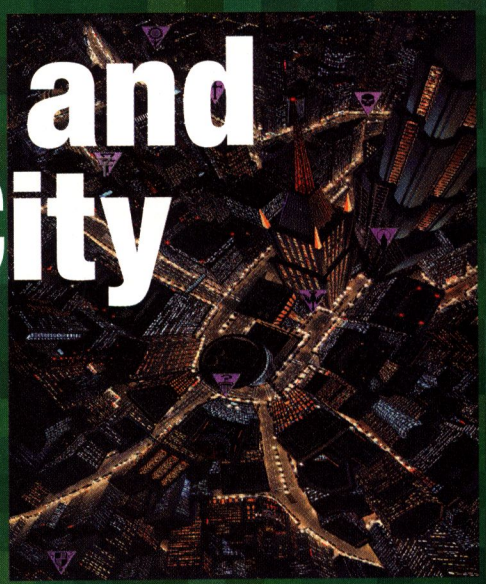
As far as I'm concerned this digitising nonsense was the computer game equivalent of the bubonic plague. It has infected near enough every adventure game to come from America (with the notable exception of LucasArts) and has ruined each and every one for me I'm afraid.

The problem is that we don't yet have computers that are able to animate these digitised actors "on the fly". Therefore, every action that is going to be performed in the game has to be animated in ☞

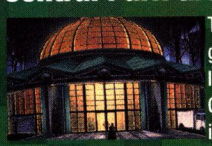


Night and the City

A Short Tour of Noctropolis

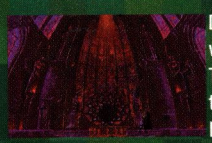


Central Park Greenhouse



THE place for all your gardening needs. Imagine taking Kew Gardens, plonking it inside a dome in the middle of the city and placing it in the care of a gardener who thinks weed killer is to be used on contestants who lose in *Gladiators*.

The Cathedral



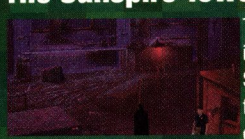
Dignified, austere, filled with pipe organ music. The cathedral is home to Father Desmond, Darksheer's mentor and your leader of a group of young do-gooders known as the Wards. Always on hand with a passage from the bible, a cryptic piece of advice and a .44 Magnum. Needless to say, the collection plate is normally full to bursting.

The Mausoleum



One of Noctropolis' more frequently used spots. The Mausoleum is where dead bodies go to be burned, buried or basted. The third option is included because beneath this house of the dead lies a strange, evil woman with an unusual appetite.

The Sunspire Tower



Tall. Very, very tall in fact. The Sunspire, when finished, is destined to be the tallest building ever made, soaring well above the cloud layer. No one knows quite why this is, as the owner of the building is a mysterious shadowy figure and he ain't telling. Even stranger, he's ordered the top floors to be built… first!

Cygnus Construction



The leading construction firm of Noctropolis, Cygnus is the "lucky" company charged with building the Sunspire Tower. Run by the demure Ms. Shoto, not even they have met the owner of the tower. What's most worrying, though, is that you are able to pull metal strips out of the office's lighting facilities with your bare hands. The word "timber" springs to mind...

Shadowlair



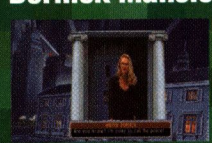
Noctropolis' very own batcave, the Shadowlair's home to Darksheer – Hero of the Night (TM)! It's also your home now, since you've been elected to take over from the now-retired hero. The main feaure of the Shadowlair is a pool of Liquidark, the mysterious substance that heals you of all wounds and recharges your weaponry.

Main Street



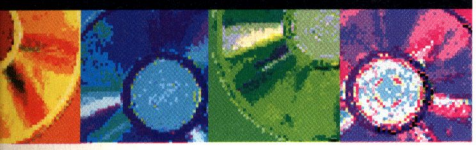
The centre of Noctropolis, Main Street, houses the Hall of Records; an automated filing system containing every piece of information you could possibly need. (Actually, as is the nature of adventure games like this, I could only ever get one piece of info from the place. The newspaper-seller outside was far more helpful.)

Bornick Mansion



Home of the recently deceased Peter Bornick and his widowed wife. All the evidence points towards Bornick having been killed by the people responsible for the Sunspire Tower and as he was a major advocate of your predecessor, that puts his murderers right at the top of your list.

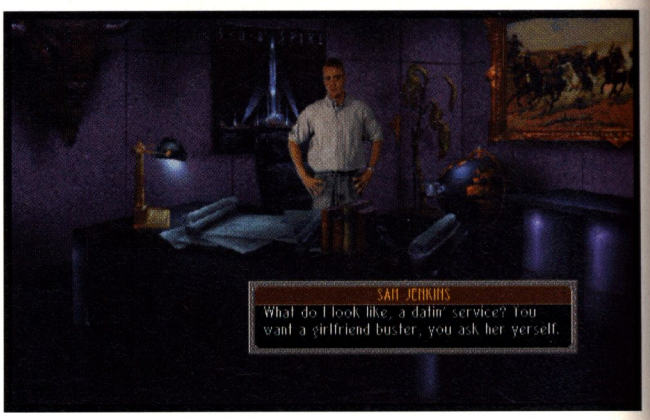
Noctropolis





(Right) And this lovely little fixer-upper will only set you back about £150 per week. If you're after something cheaper we've got some dustbins out back.







advance and naturally you can only do so many before the disks become filled and the hard drive becomes too small. This being the case, you often end up with stock animation footage that only works once when you perform an action in the right spot, but never works again. A simple, but prime, example: decked out in my full superhero clobber I walk into the lobby of an office. There are two staircases on either side of the room leading to an elevator. I'm standing at the foot of one of the staircases, a hair's breadth away from the lift. I click "Go to Elevator" and rather than take the quick hop from where I'm standing, it seems that the animation for walking to the elevator has only been programmed for the other staircase, so I end up trotting all the way across the room and up the other side.

You'd think that being on a CD-ROM we might have been able to avoid this sort of thing by increasing the amount of animation in the game. Unfortunately, the disk space seems to have been taken up with the other scourge of the modern-day adventure game – video footage. Every conversation is accompanied by an out-of-work actor and some digitised speech. Rather than use the extra storage space to attempt something new and original and push back the boundaries of adventure game presentation, Electronic Arts have plumped for the good old video ratings winner.

What annoys me most about this is that it started so well. At the beginning of the game you are in a very graphically detailed book shop. It's all very realistic. You then get to read a couple of comic books (and I *mean* read them, actually on-screen, which was a very nice touch in my opinion) full of colour and X-Men style artwork. Then you get transported to this comic book world and the very first location is wonderfully "comic book" in its style. But, as often seems to be the case these days, the further into the game you go, the less polished it all becomes. The locations start to look more and more "real-life" and thus less appealing, and worse still, the programming starts to show (such as the elevator example from above). It's as though the programmers themselves began to lose interest the more they worked on it.



(Left) These new designer beds may be comfortable, but they don't 'alf give you some scary dreams.

Is this the end for our hero?

It's a tricky pickle and no mistake. Can I overlook the annoyance of the graphics (in that they actually interfere with the playing of the game) and the problems with the atmosphere and instead concentrate on the enjoyment of the puzzles and the actual playing of the game? Well, yes I can, but I'm not sure everyone else will.

Adventure games are notoriously subjective. I know people who absoloutely rave over Sierra's games (even the recent *Larry* titles) and can't stand LucasArts. I couldn't tear myself away from *The Labyrinth of Time*, yet others said they couldn't stand its slow pace and extreme level of difficulty.

Thus is the problem with *Noctropolis*. There's a good story here struggling to get out from behind the limitations of the programming. The puzzles are certainly tricky enough to keep you busy for a good fortnight or two, and let's face it, I can't remember the last game to feature superheroes. It's just a pity that a) the sprites and video let down the nice background graphics, and b) there isn't a Batmobile-type vehicle to go racing around in. If you think you can live with those limitations then I'd say give it a go. Pure adventure games seem to be a dying breed. Maybe we should just be thankful for whatever we can get.



SCORE

Strong story, shame about the sloppy programming and superheroes.

Minimum Memory: 4Mb
Minimum Processor: 486DX
Hard Disk Space Required: 0.5Mb
Graphics Modes Supported: VGA, SVGA
Sound Cards Supported: All major sound cards
Controls: Mouse, keyboard, joystick
Price: £44.99 **Release Date:** Out now
Publisher: Electronic Arts **Tel:** 0753 549442

CREATIVE
CREATIVE LABS

Sound BLASTER™

PC Action

All our prices are subject to delivery charges and VAT at 17.5 % and details are correct at time of going to press. Call for a full pricelist containing futher details of all our products

Visit our shop !

Buy of the Month

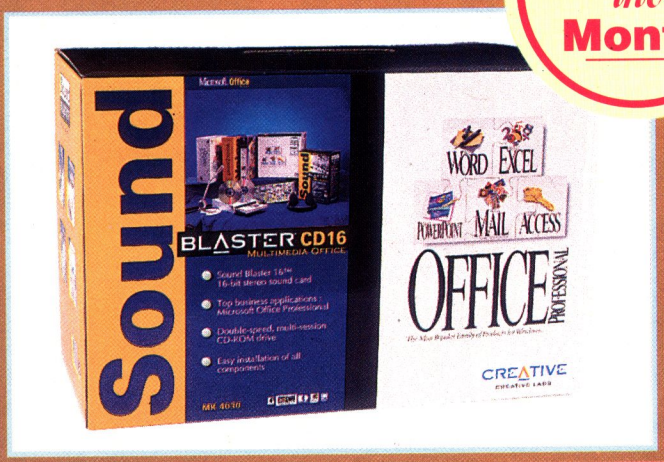
Hardware

Soundblaster 16 AdSP
16 bit stereo sound
Advanced signal processor chip
20 voice, OPL3 music synthesizer
Stereo mixer
MIDI interface
Joystick port

Panasonic CR 563
Double speed
Multi-session
CD-XA compatible
320ms access time
300 kB/s transfer rate
Digital audio out
Tray loading
CD audio cable

Telex microphone
Hands free
Ergonomically designed

Headphones
Stereo
High quality



Soundblaster CD16 Multimedia Office

£399.00

Software

Microsoft Office Professional 4.3
Word 6.0
Excel 5.0
Acces 2.0
Powerpoint 4.0
Mail

Microsoft Encarta '94

Microsoft Windows Sound System 2.0

Norton Trainig CD

Images & Sounds CD

Creative Voice Assist

Creative Text Assist

Creative Wavestudio

Creative SoundO'le

Creative Talking Scheduler

Creative Mosaic

Soundblasters

undblaster AWE32
bit stereo sound
ofessional quality MIDI
usic
lvanced Signal Processor
CD-ROM intefaces
up to 32MB of RAM
189.00

SCSI-2
Bit stereo sound, Industry
andard SCSI-2 CD interface
119.00
h AdSP Chip fitted
139.00

MCD
Bit stereo sound, Panasonic
ny & Mitsumi CD interfaces
99.00
h AdSP Chip fitted
119.00

Value
Bit stereo sound, Panasonic
interface, Not upgradable
69.00

o Value
Bit stereo sound, Panasonic
interface, MIDI interface
57.00

Value
Bit mono sound, Indy 500
emmings, MIDI interface
35.00

Creative Labs.

CD audio cables
NEC, Toshiba, Sony, Panasonic, Mitsumi, Chinnon and Goldstar
£8.00

MIDI cable
Connect your MIDI instrument to your Soundblaster
£21.00

Y-cable
Connect two joysticks to your Soundblaster
£8.00

Voice Assist
Voice recognition package for controlling Windows programs
£49.00

Waveblaster
4MB MIDI ROM, 16 MIDI channels, 32 note polyphony
£105.00

Videoblaster FS200
Brand new Videoblaster card and powerful software
£245.00

CD-ROM Kits

CR 563 CD-ROM
Details above
£105.00

CD16 Discovery
Soundblaster 16
CR 563 CD drive
Speakers
Photostyler
Dinosaurs 3D
Kid Pix
Grolier Encyclopedia
Scooter's Magic Castle
Syndicate
Conspiracy
£249.00

Easy CD16 Discovery
External version of above, only uses one card slot.
£349.00

Cracker Pack 3
Soundblaster 16
CR 563 CD drive
Speakers
Grolier Encyclopedia
Aldus Photostyler
£189.00

Peripherals

3 Button Mouse
Microsoft compatible
£13.00

Parallel printer cable
Two metres
£8.50

Null modem cable
Two metres, link two PC's
£11.00

Modem cable
Two metres
£8.50

Disk boxes
50 Capacity
£8.50

Unbranded Disks
10..... 7.00
25..... 17.00
50..... 32.00
100..... 60.00

CT-38 Speakers
Battery operated, bass and treble controls
£20.00

Pro Digital Speakers
Mains powered, magnetically sheilded
£34.00

081 893 3630

VISA

Cheques payable to PC Action

PC Action, 27 Hounslow Road, Whitton, Twickenham, TW2 7BZ

CANNON FODDER 2

It's the sequel to *Cannon Fodder*. Its refreshingly different approach is echoed in its title. And Patrick McCarthy is the writer with the mouse-button frenzy ahead of him.

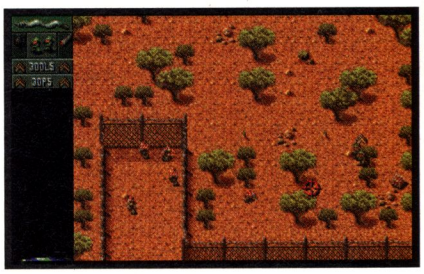


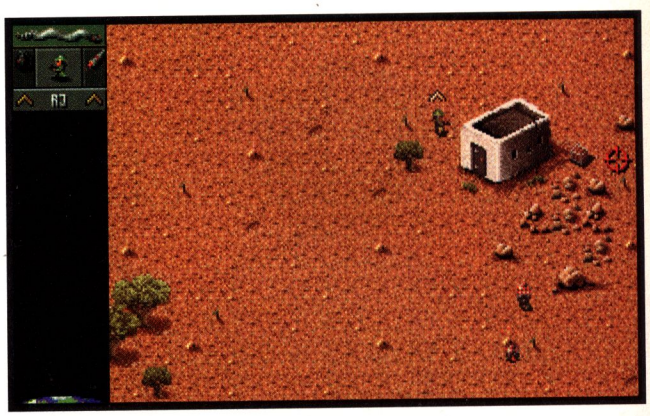


BEFORE WE GO any further, here's a swift re-cap for those of you who are unfamiliar with the *Cannon Fodder* concept: You control a squad of very small soldiers, resembling *Sensible Soccer* players wearing combat gear and carrying machine guns (because that's what they are). Imagine, for an example, a Christmas shopping scenario, since you've all been doing some of that recently. Your heavily-armed shock-shoppers are controlled by you with the mouse: move the cursor over a supermarket and click the left button, and they'll run towards it in search of a 98lb turkey and a packet of Paxo. If you click the right mouse button on the same supermarket, however, they'll use the aforementioned machine guns to re-design the window display. But at the same time, your brave boys might be under attack by enemy carol-singers and collectors for the blind, who will obviously have to be shot. A quick movement of the mouse and your chaps swivel on the spot; the view will pan towards the threat and they'll be free to teach the intrusive swines a lesson in the free-market economy that they'll never forget.

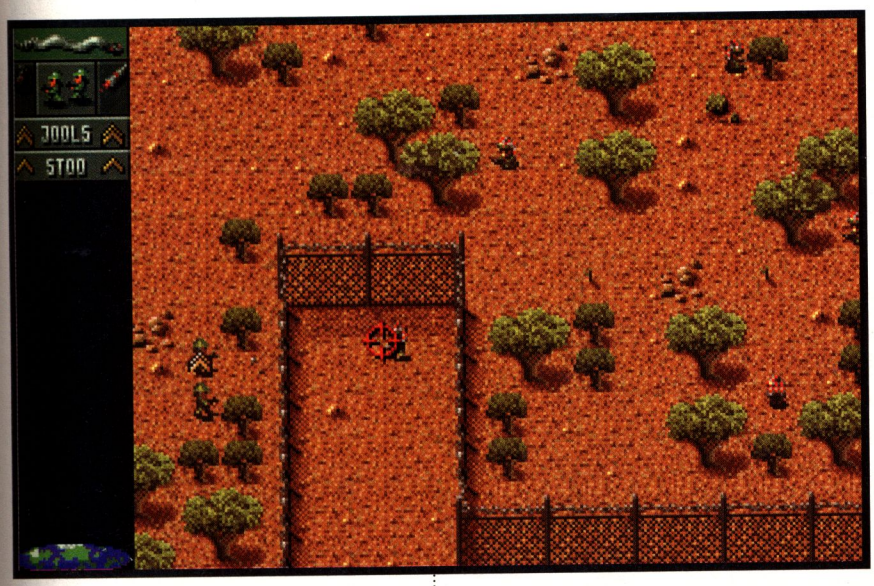
It's not all going to go your way, though. The charity workers will be armed and prepared to return fire, and they may well have laid explosive heart-shaped mirrored balloons along your path to the supermarket. They may also have grenades and rocket launchers, in the form of hand-made soap-on-a-ropes and jumbo-strength firelighters. You may well need to split your party up and deal with these diverse elements one at a time.

What all this adds up to in the original game is a fast and furious, completely





(Right) "And now I, Sodarn Hinsane, will use my really neat armies to take over the world! Ha hah."



intuitive shoot 'em up that's fun for all the family. Now here's the sequel.

Sequels-R-Us

Faced with the challenge of producing a follow-up to an original game, some software developers add new elements to the gameplay to expand its potential; some rewrite the game entirely, presenting you with a totally different slant on the game, and others just churn out exactly the same game with a "2" on the end. Sensible Software have gone for the latter option: anyone familiar with *Cannon Fodder* will have no problems identifying this version from even the briefest glance. The same sprites; the same backgrounds; even the same weird "phase complete" music that sounds like a sick cross between "I Do Like To Be Beside The Seaside" and the *Match of the Day* theme. The same game, in fact.

"Anyone familiar with Cannon Fodder will have no problems identifying this version from even the slightest glance."

You may well have liked *Cannon Fodder*, though (I liked it myself). You may have played it right to the end, loved every minute of it and be gagging for more. (I never finished it myself. You know the way you could build up a really good soldier, so that you become attached to them and don't want them to die, forcing you to start developing another all over again? I built up an entire squad like that, and they were so good, and I liked them so much, I didn't want any of them to die. So I couldn't bring myself to start one particular mission and I stopped playing the game.) But as I was saying, if you did finish it and are gagging for more of the same, you probably look on its arrival with the approval of a door-to-door butter salesman who discovers that Marlon Brando's just moved into his area.

Even as you read this, you're probably lacing up your running shoes prior to sprinting to the nearest purveyor of fine software. If that's the case, then there's nothing I can do to delay you. If, however, you don't fall into that category, then you might like to read through the next few moany bits first.

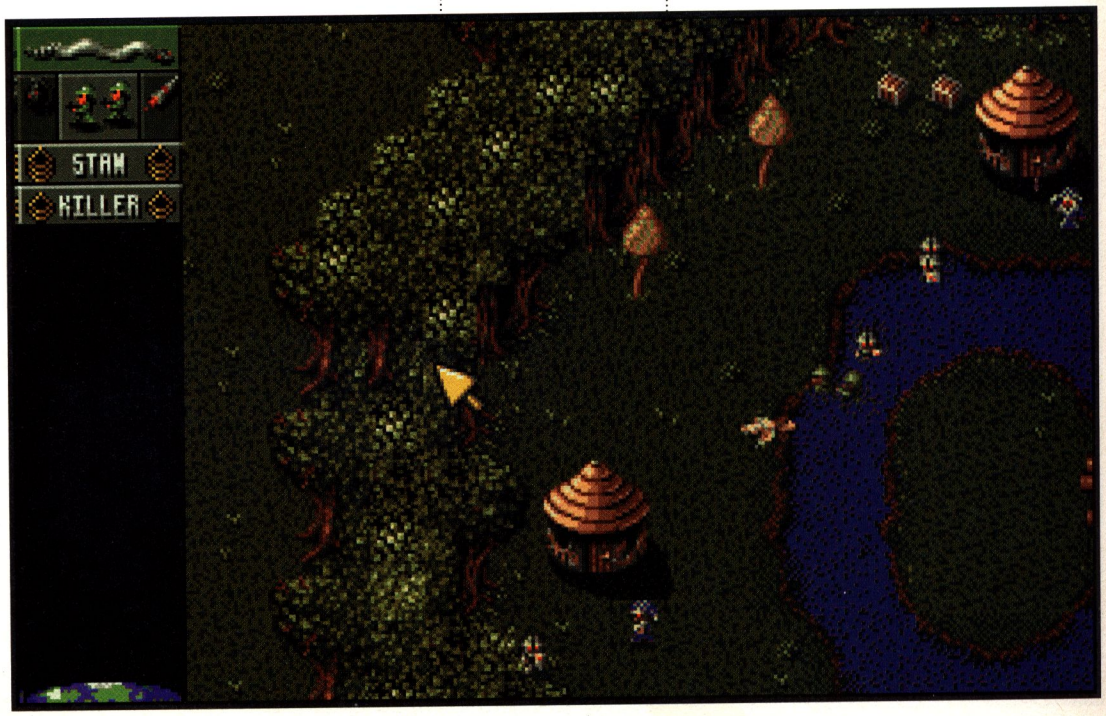
Breaking Up Is Easy To Do

Sometimes there's nothing for it, you just have to try to think tactically. It goes against the grain somewhat, I know, but it has to be done. Often, it's simply easier to move one person about quickly to evade rockets and grenades than a group, because the tail enders tend to get caught before they move.

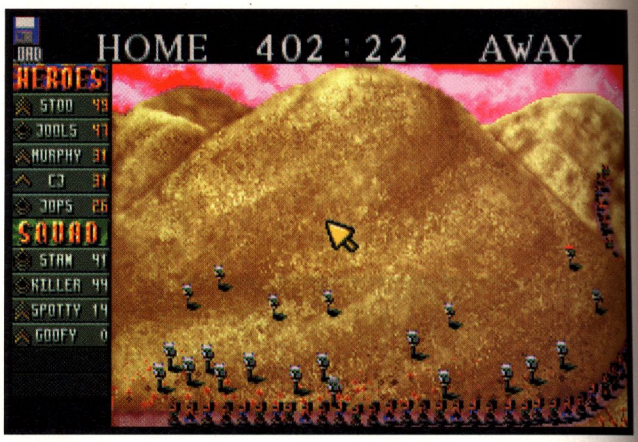
You can divide a squad of four, in half, twice, giving a maximum of three mini-squads. Each group not being directly controlled by you will remain in place, but attack anything that comes near it. Clicking on the squad's icon lets you decide who will be in each group, who will be on their own, and who will have the grenades and rockets. It's important to remember that you don't want one bloke to be killed while in possession of all your heavy weaponry. On the other hand, there's nothing worse than leaving one group with two valuable and vital grenades and coming back to them to find they've used them both on a passing chicken, or something equally pathetic. Because they will, you know. They just don't care. So leave groups in safe areas where possible.

A moany bit

The obvious, unimaginative approach to a follow-up is simply to chuck in a few token alterations and make it harder. (See *Doom* ☞



(Right) The hills are alive with, er, sort of little lollipop thingies, I think.



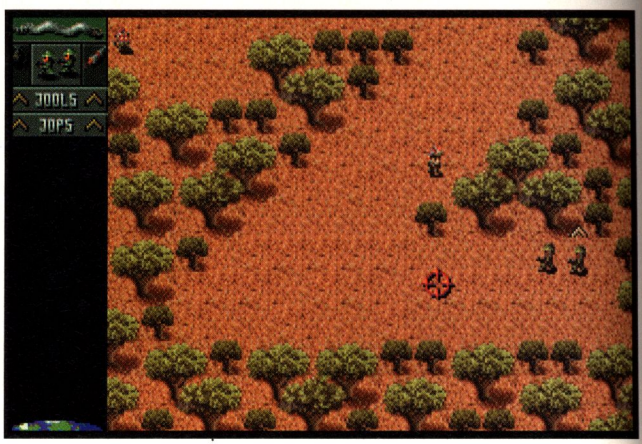
We Could Be Heroes

The squad of men that you control works in such a way that the first named man is the commander; you click your mouse to tell him where to go and the rest of the squad will follow him in single file. (The chance to choose different formations would have been a nice addition.)

Anything or anyone you shoot at is fired at by everyone in the group (provoking a hail of fire rarely seen outside a John Woo film), but anyone blown away gets credited to the kills tally of the leader. (The exception to this is when you send people off on their own.)

At the end of each mission, made up of any number of phases, those of your men who are still in one piece are promoted. The more people each man has killed, the more that man will be promoted. Obviously, this works entirely in the favour of the officer in charge – everyone else does the work and he takes the credit – and as such, echoes the practice of real armies throughout the world.

Unlike in real life, however, the more someone is promoted, the more useful he becomes: in a scrap, he can throw grenades further and shoot rifles and rocket launchers further and more accurately. Eventually this becomes almost a burden and places you in a bit of a Catch-22 situation. If your man gets really good, you tend not to use him in case he gets killed, because if he's killed you won't be able to use him. But you're not using him anyway, in case he gets killed...



(Above) Ah! I know what those things are, they're trees. I'm getting really good at this.

☞ *II*). That's what they've done with this, and they may have gone too far. Your attitude to this, largely depends on whether you have the reflexes of a hyperactive mongoose after two years on steroids or not.

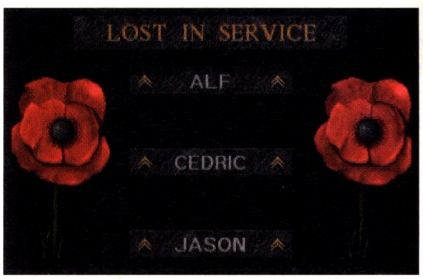
Whereas the original game had a well-judged difficulty curve, *Cannon Fodder 2* has more of a vertical wall – or maybe even something of an overhang. In the first game, the levels got trickier gradually. You would progress steadily, but occasionally struggle at one or two points and lose a few men – maybe even all of your men if you had a run of bad luck, or it was just "one of those levels". But eventually you would get through it, perhaps thanks to the wonders of saved games and progress to tougher levels. Later, if you came back and played that same level at an idle moment, you'd be surprised how easy it seemed, because you would got better. Unfortunately, this version is like the later levels practically right from the beginning. There are fewer weapon caches around, and the enemy pour out of doorways as though Pepe Le Pew is inside, waving five-year-old trainers round his head and farting the Marseillaise. Some levels start with people already firing rockets at you from all sides. This one isn't just tricky, it's stupidly hard, because it makes you want to not bother.

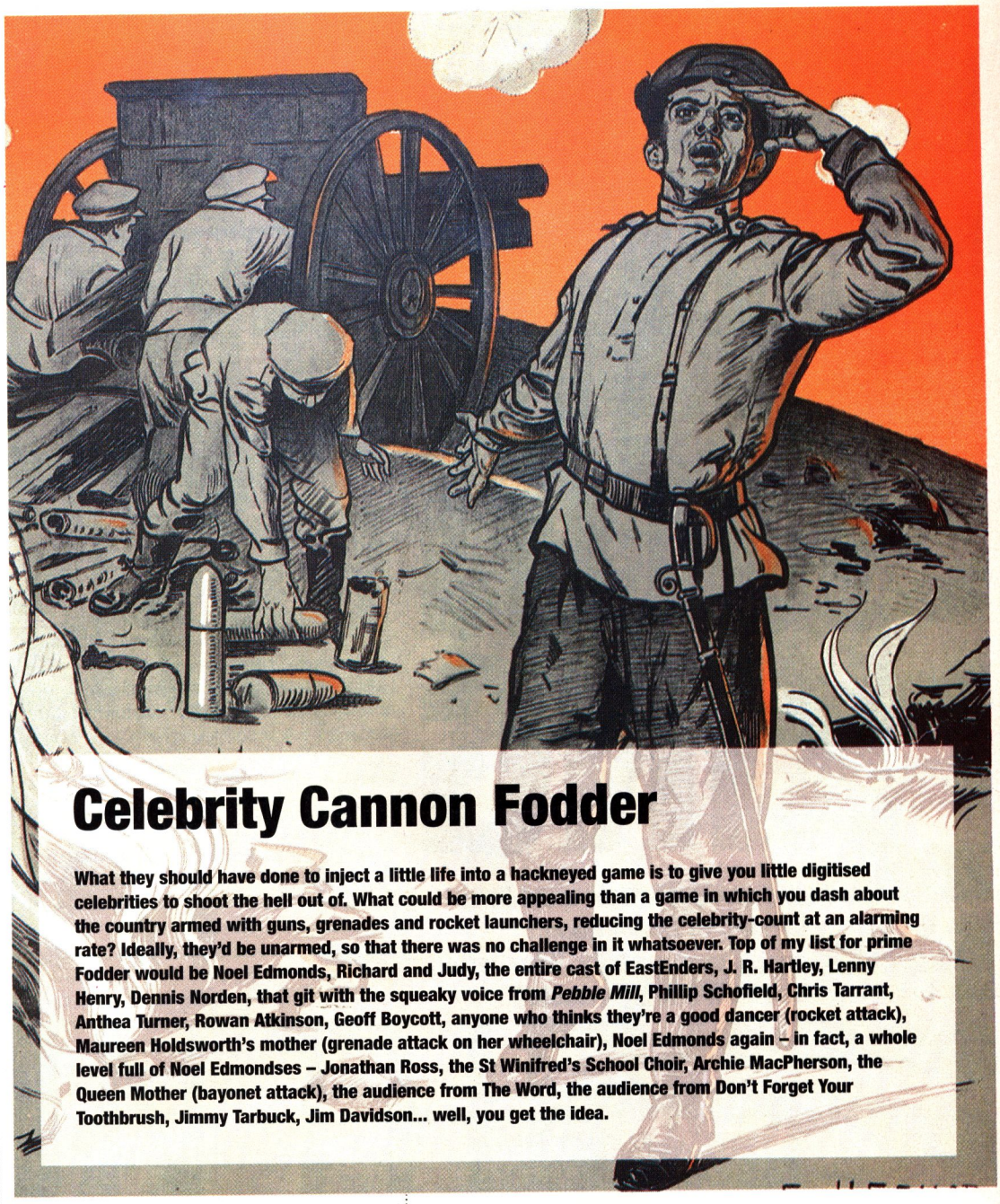
Another moany bit

The other thing is that they've done nothing to correct the faults that were in the original game in the first place, which you overlooked because it was such a laugh to play. And with the difficulty increased, the faults are more glaring. For example, the fact that you can now have a mission in which you have to blow up four buildings, but only have four grenades. Sometimes, even with a direct hit, the doorway doesn't fly off a building and it's still active. So you have to use another grenade, and don't have enough left to get the other three, which means it's re-start the mission time. Then there are the holes in the ground. Enemy soldiers come out of those, too, and you sometimes have to blow the holes up. But there's no way of knowing whether you've succeeded or not. It's about time the designers sorted something out whereby you can see what's still left to be dealt with on a level – they don't have to go mad and do a *Desert Strike*-style map complete with mission orders, or anything, but some indication on the map of whether a building is still active or not, would be a help. There really is nothing more frustrating than thinking that you've killed absolutely everyone and blown everything up, but then having to wander around for hours because some little sod has hidden in a hole and not come out yet...



(Left) I believe...oh yes indeed ladies and gentlemen, I believe. Put your hands in the air and say "yeah!"





Celebrity Cannon Fodder

What they should have done to inject a little life into a hackneyed game is to give you little digitised celebrities to shoot the hell out of. What could be more appealing than a game in which you dash about the country armed with guns, grenades and rocket launchers, reducing the celebrity-count at an alarming rate? Ideally, they'd be unarmed, so that there was no challenge in it whatsoever. Top of my list for prime Fodder would be Noel Edmonds, Richard and Judy, the entire cast of EastEnders, J. R. Hartley, Lenny Henry, Dennis Norden, that git with the squeaky voice from *Pebble Mill*, Phillip Schofield, Chris Tarrant, Anthea Turner, Rowan Atkinson, Geoff Boycott, anyone who thinks they're a good dancer (rocket attack), Maureen Holdsworth's mother (grenade attack on her wheelchair), Noel Edmonds again – in fact, a whole level full of Noel Edmondses – Jonathan Ross, the St Winifred's School Choir, Archie MacPherson, the Queen Mother (bayonet attack), the audience from The Word, the audience from Don't Forget Your Toothbrush, Jimmy Tarbuck, Jim Davidson... well, you get the idea.

The last moany bit

The scrolling isn't as good as it might be, even on a 486/33 with 4MB RAM, which exceeds the game's minimum requirements. In fact, the original *Cannon Fodder* scrolled better than this. You can see it in the intro and roll of honour sequences, which jerk every few frames and during the game itself. There's also the odd screen-glitch, almost like dropout on a knackered video cassette. Enemy soldiers also, sin of sins, dash about off-screen and reappear behind you, shooting all the while. (However, I have been told that this will be removed before the game's released). Then there are annoying things, like when you send someone on a solo mission to throw a grenade right at the feet of a bloke with a rocket launcher, and your man gets killed at the same time. It's not unknown for the bomb to have no effect, because the view fades and re-draws back with the rest of your squad when your cockleshell hero cops it. This is particularly galling if you decided to sacrifice him to kill the guy with the rocket-launcher, and it doesn't work because of the screen's scrolling.

A bridge too far...

That's my moans out of the way. It's not all bad, I have to say. The added intensity can be exhilarating and make the old version seem a little staid on the early levels – although not on the later ones.

On the plus side, compared to the original game, there are more interesting layouts to some of the missions early on; with split-level floors, stairways to negotiate and so on. There are new missions in space, and in other areas in which I can't quite work out: (a) where it's supposed to be, or (b) what the enemy are supposed to be dressed as.

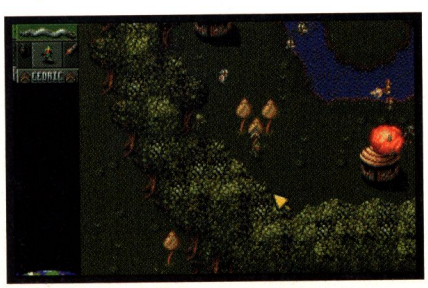
> "The scrolling isn't as good as it might be, even on a 486/33 with 4MB Ram..."

There's the odd new mission objective, too – but neither the new objectives nor the different locations, do anything to alter the basic gameplay.

Even for die-hards, the first game got a little repetitive after a while and this new version does nothing to alter that. But if you loved the original, you'll probably like this sequel, too. It just doesn't add enough, for my liking, to make it worth buying, though.

If you haven't played the original *Cannon Fodder*, by the way, and like the idea of it, it's now available as shareware. See Issue 21 for details.





74 SCORE

Why, it's the same game... and yet, somehow, it's not as good.

Minimum Memory: 2MB RAM
Minimum Processor: 386SX
Hard Disk Space Required: 2MB
Graphics Modes Supported: VGA
Sound Cards Supported: All major sound cards
Controls: Mouse
Price: £34.99 **Release Date:** January '95
Publisher: Virgin Interactive **Tel:** 081 960 2255

(Below left) Simba forgets his bus pass and decides to hail an ostrich.

(Below) The mane event – The newly pronounced Lion King sorts out his scheming uncle.

THE LION KING

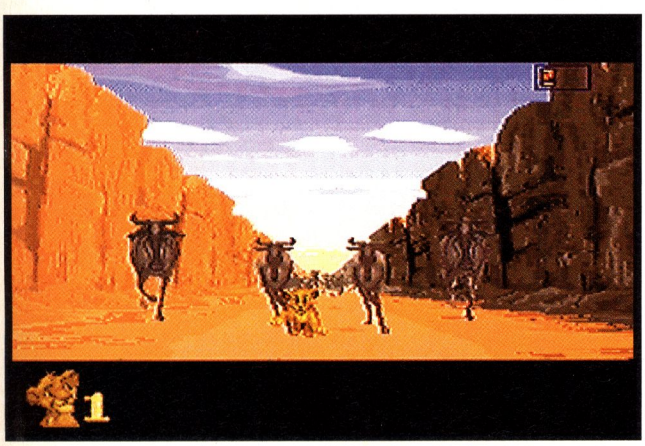




"The first film I ever saw? I think it must have been the Disney version of *Robin Hood*," Jeremy Wells announced proudly. Who better, then, to review the latest Disney classic?

OKAY, SO IT MIGHT NOT BE TO EVERYONE'S TASTE, but as far as platform games are concerned, this one ain't half bad at all. Cutesy graphics, smooth animation, original sound track, slick and cartoonsome backgrounds – how can it fail to be a hit... on the SNES and Mega Drive? Especially with the collective marketing mights of Disney and Virgin behind it. But what about on the PC? Well, the folk at Virgin obviously believes that there is a market for it otherwise they wouldn't have released it (presumably), and in this world of mass multimedia, they just may have a point.

(Below) Looks like it's crushed kitten for dinner if Simba doesn't get his back legs into gear.



Indeed, if like me, you tend to indulge in a little more box-watching than is perhaps advisable over the festive period, you may have noticed the constant barrage of promotional films, or advertisements, if you will, propagating the merits of having a shiny, new multimedia machine commanding a corner of your chez nous, neatly nestled 'twixt ads for whiter whites and terrifyingly masculine musks". Such a purchase, we are told, will instantly transform your cosy semi into a metropolis of information and entertainment, allowing the modern family to send and receive faxes, listen and indeed watch multimedia presentations on topics as diverse as "The History of the Stratocaster" and "Cooking with Confidence", and, of course, provide hours of relaxing quality time while the 2.4 kids are ensconced about the wondrous machine, playing platform games. Who could fail not to be impressed? But I meander from the gravamen of my discourse.

With a hop, skip and a roar

So, *The Lion King* constitutes the main dishes of the banquet of the platform game quite successfully, eh? What of it? Well, you've seen the film, bought the soundtrack, worn the T-shirt and now you can even play the game as well.

The plot, for once, follows that of the film quite faithfully, and accurately charts the rise of the young cub, Simba, to fully grown (and maned), Felis Leo. As a cub, he leaps with vigour and gay abandon, with an albeit pathetic roar as he cleverly interacts with his animal kingdom; leaping from rhino horn to giraffe back.

As the game progresses, the mane and roar become amplified with devastating effect, and the once meek and cutesy cub metamorphosises into a mighty and majestic monarch who can swipe and slash his way to through end-of-level nasties, stunning less able adversaries with a now deafening roar.

And that is pretty much it, really. You jump, you leap, you roar, you smite end-of-level nasties and battle your way through bonus levels. And, of course, you marvel at the coy cutesyness of it all.

It's a platform game, it's not particularly brilliant, but it's guaranteed to wean those little fingers off their consoles without so much as a squeal, and with a little guidance, put them on the road to much bigger and better things, courtesy of the multimedia express.

Multi-platform panic

When a game is launched as "multi-platform", there's usually some sort of compromise, and more often than not it's the PC version that comes off worse. Having seen a console version in action, it would appear that *The Lion King* has lost little, if anything at all, in the conversion. It's bright, it's cutesy, superbly animated and very playable. If anyone maintains that the PC "can't do platform games", then show them this and watch them crumble.



Minimum Memory: 4 Mb RAM
Minimum Processor: 386DX
Hard Disk Space Required: 5 Meg
Graphics Modes Supported: VGA
Sound Cards Supported: SoundBlaster and compatibles
Controls: Keyboard/Joystick/Gamepad (recommended)

Price: £29.99 **Release Date:** Out now
Publisher: Virgin **Tel:** 081 960 2255


NOW YOU
CAN FIND OUT
EVERYTHING
THAT'S HOT
IN THE
WORLD OF
CD-ROM

CD-ROM MAGAZINE

ALL YOU NEED TO KNOW





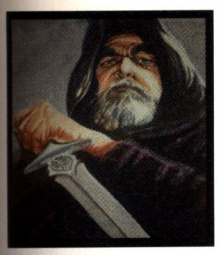
Don't miss out on CD ROM Magazine. It's got something for everyone!

- Features on all the latest in interactive movies, games and music on CD
- A comprehensive guide to the top CD-ROM software titles available
- Reviews and features on all the latest hardware and software developments on Macintosh, PC, CD-i and 3DO.

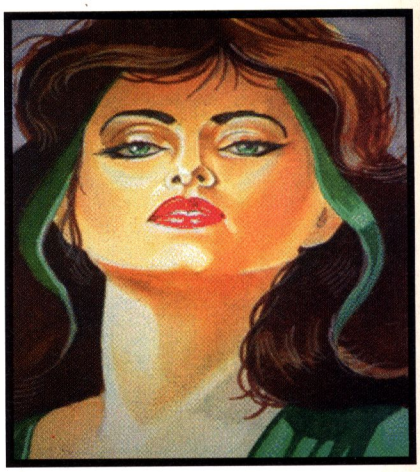
Packed with news analysis, previews, technology features, the latest entertainment products and much more: CD ROM Magazine is your one stop guide to all that's happening in the world of CD-ROM and Multimedia Computing!

FREE INTERACTIVE MAGAZINE WITH EVERY ISSUE

CD-ROM MAGAZINE *is available from all good newsagents on the second Thursday of every month. Don't miss it!*



(Right) Complete the quest this goddess gives you and she'll give you a reward. Probably not the one you'd like, though!



HAMMER OF THE GODS

Chris Anderson is always getting hammered. However, we did manage to revive him long enough to have a look at US Gold's new strategy game.



HAMMER OF THE GODS IS one of those strategy games you either love or hate. If you like the idea of moving lots of little persons around an unexplored world (*Civilization* style), chucking spells at people (*Warcraft* style) and don't give a hoot what the graphics are like (as proudly non-presented in a million hex-based war-games), then read on. If, however, you like strategy games with excellent presentation (*Dune 2*) and lots of action (*UFO*), then you may as well skip this review because *Hammer of the Gods* is definitely not for you.

The "slagging off" bit

Generally, I *did* like *Hammer Of The Gods*, but there were some things I didn't like. Rather than bring these up at the end of the review and end on a bad note, I'll just get these out of the way now. First things first. The graphics in the game are incredibly bland and uninspired. There really is no excuse for the rubbishy sprites and crap scenery in this game. The other problem I had with it is really a matter of personal taste. I can't believe that New World could not come up with characters a tad more original than elves, trolls and wizards and other such RPG bods. I like Tolkien as much as anyone, but I'm getting completely hacked off with seeing these characters popping up in every second game. At this stage you might be thinking "bloody hell, crap graphics and more trolls, I'll give this thing a miss". But hang on, not so fast. Stick with me for the rest of the review and I'll give you plenty of reasons why you *will* want to play this game.

The "explaining the game" bit

Your ultimate objective in the game is to become Odin's chosen leader. If you achieve this, you will take your place in legend as *Hammer of the Gods*. Okay, that sounds like an offer you surely can't refuse – how do you do it? It's easy enough to start off with. The game sort of teaches you what you should be doing as you go along and starts you off with a few simple quests. "Quests", as it happens, are what the game is all about. As the game progresses, you will have to complete several quests (the Odin quest being the last and obviously most difficult one) as well as managing all your resources and generally trying your best to stay alive. At the beginning, the quests are a piece of cake. They say to you "explore a hundred squares" (a square being one measure of play area). Basically, all you have to is run around a lot and you're ☞

"The last few stages of the game are really nothing more than one massive, inglorious scrap..."





(Right) Wow, look at those amazing graphics. Er, this is the game area folks.



Hammer of the Gods

The game is multi-player and can be played over a network or a serial link.



Two-player trauma

When playing this game with more than one human player on the same PC, you will notice a problem. You get messages that don't make sense, you get stuck in places and can't move, you even get chucked into DOS for no apparent reason. US Gold says these problems will be fixed by the time the game is released in March.
Please note these problems only occur when playing with more than one human player on the same machine.

☞ there. As you go along the quests get harder, but if you learn how to play the game properly, you'll never really get stuck on any of them. On completion of every quest, you get a reward from the particular god who "sponsored" it. This reward can be anything from new units (wizards, berserkers etc.) to new equipment (magic ships, swords) and stuff that makes your crops grow better and consequently makes you lots more loot. When you're not "questing it", there's lots of other stuff to do, such as...

The "beating everyone up" bit

General gameplay involves trying to get your chosen race into a position where they are the most powerful, the richest, the ones most likely to pull the chicks and, generally "the best".

You start the game off with one city and there are four computer opponents, in the same position, out to get some more. Cities and villages bring in revenue, so obviously you want to get as many as possible as soon as you can. You can get cities by amassing your units and merrily wading through your rivals sites, beating them up, nicking all their money and taking their land over. You need to be careful who you do this to, though. You have to trade with most of the computer opponents to build up your wealth, and if you go nicking their towns and beating them up, they stop trading with you, scratch you from their Christmas card list and, worst of all, they hit you back! There is one computer opponent you can have a go at without a worry, though, and that's the Saxon's. They are completely neutral and don't give a toss about this quest thing or any trading malarkey, so for most of the game you can make money and gain land by giving them all sorts of grief. To stop your main rivals from having a go at you, you can make peace with them. This basically means you both promise to be lovely to each other, will not nick each others towns, and if any of the other blokes have a go at either of you, you will both be "mates" and go off and get them together.

Eventually, though, the nature of the final quests means you'll end up trying to kill the whole lot of them, in a "sod all this niceness, I'm looking after numbero uno" way.

(Top) Oh look, it's a dragon. It's a good job I brought my magic dragon-clonker sword with me. Take this!



(Below) That's my ship, that is. I made it out of a Cornflakes packet and an old handkerchief. Well, okay, I didn't, it just looks like I did.

The "actually quite liking" it bit

Hammer of the Gods gets off to a bit of a slow start, but once you've learned how to play it properly and got a few quests under your belt, the whole thing is really engrossing.

The last few stages of the game are really nothing more than one massive, inglorious scrap in which you get to use all the wizards and cool blokes you've picked up along the way. It's not as complex as *Civilization*, but there are people out there who will probably be grateful for that. There are multiple scenarios, so once you've finished you can start again with a whole new world to conquer. If you're after a *Civilization*-type strategy game that's challenging without being overwhelmingly complex and difficult, this is the game to go for.

Oh, incidentally, it has a 20-pages manual that explains the plot, but I fell asleep after three, so you've all have been spared. Z



77

SCORE

It's a great game if you're relatively new to strategy games. Experienced players may find it too easy.

Minimum Memory: 4Mb
Minimum Processor: 386 or better
Hard Disk Space Required: 1.5Mb
Graphics Modes Supported: SVGA
Sound Cards Supported: All major sound cards
Controls: Mouse

Price: TBA **Release Date:** March
Publisher: US Gold **Tel:** 021 625 3388

MasterCard

DOOM II NOW AVAILABLE ON PC & CD ROM

Visionary Software

ALL PRICES QUOTED ARE INCLUSIVE OF VAT & 1st CLASS P&P.

VISA

PO Box 1594, Dorchester, Dorset. DT2 8YL Tel 0305 853513

3.5" DISC

1942 THE PACIFIC AIR WARS	£32.99
ACES OF THE DEEP	£29.99
AIR WARRIOR	£26.99
ALONE IN THE DARK 2	£33.99
AMAZON	£28.99
ATAC	£29.99
BATTLE 2	£29.99
BATTLE ISLE 2	£29.99
BENEATH THE STEEL SKY	£29.99
BODY BLOWS	£22.99
CAMPAIGN II	£28.99
CANNON FODDER	£25.99
COOL WORLD	£15.99
DARKLANDS	£29.99
DAVID LEDBETTERS GOLF	£29.99
DAWN PATROL	£34.99
DAY OF THE TENTACLE	£30.99
DELTA V	£29.99
DESERT STRIKE	£26.99
DETROIT	£29.99
DOOM II	£39.99
ELITE 2	£29.99
EVASIVE ACTION	£29.99
EYE OF THE BEHOLDER 1	£14.99
EYE OF THE BEHOLDER 2	£14.99
EYE OF THE BEHOLDER 3	£16.99
F14 FLEET DEFENDER	£33.99
FLIGHT SIM 5	£34.99
FLIGHT SIM 5 SCENERY NEW YORK	£18.99
FLIGHT SIM 5 SCENERY PARIS	£18.99
FUN SCHOOL RANGE	£CALL
GABRIEL KNIGHT	£29.99
GREAT BRITAIN SCENERY DISKS	£29.88
HAND OF FATE	£29.99
HANNA-BARBERA ANIMATION WORKSHOP	£35.99
INDY CAR RACING	£22.99
INDY CAR CIRCUITS EXPANSION DISKS	£15.99
KIDPIX 2	£29.99
KINGMAKER	£27.99
LEGACY	£29.99
LEMMINGS 2	£9.99
LINKS 386 PRO	£33.99

3.5" DISC

LINKS COURSE EACH	£18.99
LION KING	£22.99
MASTERS OF ORION	£33.99
MERCHANT PRINCE	£33.99
MICROSOFT CREATIVE WRITER	£42.99
MICROSOFT SPACE SIMULATOR	£34.99
MORTAL KOMBAT	£22.99
NASCAR RACING	£29.99
COLONIZATION	£33.99
NODDY'S BIG ADVENTURE	£22.99
OVERLORD	£33.99
PACIFIC STRIKE	£34.99
PETER PAN	£25.99
PIRATES GOLD	£29.99
PUTT PUTT JOINS THE PARADE	£22.99
PUTT PUTT MOON	£26.99
RED BARON LIMITED EDITION	£28.99
RETURN OF THE PHANTOM	£25.99
REUNION	£28.99
REX NEBULA	£29.99
RISE OF THE ROBOTS	£33.99
SAM & MAX	£30.99
SETTLERS	£29.99
SHADOW CASTER	£33.99
SIM CITY 2000	£29.99
SPACE HULK	£32.99
SSN21 SEA WOLF	£33.99
STAR LORD	£33.99
STRIKE COMMANDER	£34.99
STRIKE COMMANDER SPEECH DISC	£14.99
SUB WARS 2050	£33.99
SYSTEM SHOCK	£33.99
TIE FIGHTER	£34.99
UFO	£33.99
ULTIMA VIII	£34.99
WAR IN THE GULF	£24.99
WING COMMANDER ARMADA	£29.99
WORLD CUP YEAR 94	£26.99
XWING	£32.99
XWING DATA DISKS	£15.99

CD ROMS

7TH GUEST/DUNE	£36.99
ACES OF THE DEEP	£39.99
ALONE IN THE DARK/JACK	£24.99
BATTLE ISLE 2	£36.99
BENEATH THE STEEL SKY	£32.99
BLOODNET	£33.99
CASTLES II	£31.99
COMMANCHE	£36.99
CREATIVE SHOCK	£38.99
CYBER WAR	£38.99
CYCLE MANIA	£34.99
DARK SUN SHATTERED LANDS	£34.99
DAWN PATROL	£33.99
DAY OF THE TENTACLE	£33.99
DOOM II	£42.99
DRACULA UNLEASHED	£36.99
DUNGEON HACK	£30.99
EYE OF THE BEHOLDER 3	£32.99
FIFA INTERNATIONAL FOOTBALL	£29.99
GABRIEL KNIGHT	£34.99
GREAT NAVAL BATTLES 2	£30.99
HELL CAB	£36.99
HISTORYLINE 1914-1918	£33.99
INDY JONES FATE OF ATLANTIS	£36.99
INFERNO	£38.99
IRON HELIX	£29.99
KINGS QUEST 7	£38.99
KINGS QUEST COLLECTORS EDITION	£35.99
LAWNMOWER MAN	£39.99
LITTLE BIG ADVENTURE	£36.99
LOOM "TALKIE"	£19.99
MAGIC CARPET	£42.99
MEGARACE	£29.99
MYST	£42.99
NASCAR	£31.99
NEW WORLD OF LEMMINGS	£32.99
OUTPOST	£35.99
POWER DRIVE	£24.99
PGA TOUR GOLF 486	£39.99
REEEL ASSAULT	£36.99
REUNION	£29.99
RETURN TO ZORK	£33.99
RISE OF THE ROBOTS	£38.99
SAM & MAX	£33.99
SEAWOLF SSN-21	£34.99
SIMON THE SORCEROR	£33.99
SPACE QUEST COLLECTORS EDITION	£33.99
SUPER STRIKE COMMANDER	£38.99
TFX	£38.99
THE HORDE	£33.99
THEME PARK	£33.99
UFO	£33.99
ULTIMA VII	£49.99
UNDER THE KILLING MOON	£42.99
US NAVY FIGHTER	£38.99
WING COMMANDER 3	£CALL
WORLD CUP GOLF	£35.99
X-WING	£29.99

JOYSTICKS

CH GAMECARD II AUTO	£32.99
CH GAMECARD II MCA	£42.99
CH MACH 1+	£23.99
CH MACH II	£25.99
CH MACH III	£30.99
CH FLIGHT STICK	£40.49
CH FLIGHT STICK PRO	£69.99
CH JET STICK	£36.99
QUICKSHOT SMARTCARD	£14.99
QUICKSHOT JOY & CARD	£20.99
QUICKSHOT WARRIOR 5	£13.99
QUICKSHOT SUPER WARRIOR	£18.99

CD ROM DRIVES/SOUNDCARDS

ORCHID

ORCHID COS-3110 CD-ROM DOUBLE SPEED MPC LEVEL II COMES COMPLETE WITH INTERFACE CARD AND CABLES AND SUPPORTS MITSUMI INTERFACE

FORMAT PHOTO CD COMPATIBLE	£145.00
ORCHID SOUND PRODUCER	£48.00
ORCHID SOUNDDRIVE16 (NEW)	£99.00
ORCHID SOUNDDRIVE 16 SCSI (NEW)	£134.00
ORCHID GAME WAVE 32	£112.00
ORCHID SOUND WAVE 32	£170.00
ORCHID SV/32+ CDROM	£295.00

4 YEAR WARRANTY ON ORCHID PRODUCTS

IF YOU DO NOT SEE THE PRODUCT YOU REQUIRE PLEASE PHONE

PRICES SUBJECT TO CHANGE WITHOUT NOTICE E&OE

THE GATES OF THE UNDERWORLD BBS

VIEW & SUBSCRIPTION LINES

0801-813-5003/5618/5641/5762/7633/5644/5796/5703/5796/5726/5635/

INSTANT DOWNLOAD & COMMERCIAL GAMES LINES

0891-318-417/414/412/406

NEW FILES ARRIVING DAILY FROM AROUND THE WORLD, THE VERY LATEST IN SHAREWARE, SPEEDS FROM 1200 TO 28,800 KBS, MULTI NODE CHAT, ADULT AREA, SELL AREA, INTERNETY, FIDO NET MAIL (FREE TO ALL), SUBSCRIPTIONS FROM £12

ABSOLUTELY NO "CD's" ON LINE - VOICE HELP, 0801-561-5040, FAX 0801-561-8416

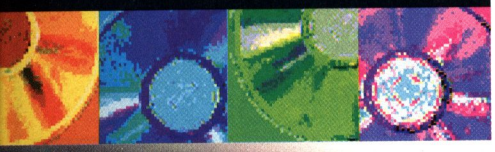
NO MODEM??? WELL CALL THE VOICE LINE FOR A LIST OF ALL THE FILES THAT CAN BE PURCHASED ON A FLOPPY DISK...

THE GATES NOW CAN OFFER A CD BACK UP SERVICE, BACK UP YOUR SOFTWARE (LEGAL ONLY PLEASE) ONTO A CD, WE CAN BACK UP ONTO CD VIA TAPE OR DISK, PRICES FOR A 650 MEG BACK UP START AT £65, ALSO THE GATES GAMES CD AND THE GATES EROTICA CD (**ADULTS ONLY**) WILL SOON BE RELEASED, CALL FOR DETAILS. CALL THE VIEW LINES TO PLACE YOUR FREE ADVERT (CLASSIFIED) IN PC MART

all 0891 calls charged at 38p min cheap 49p peak.

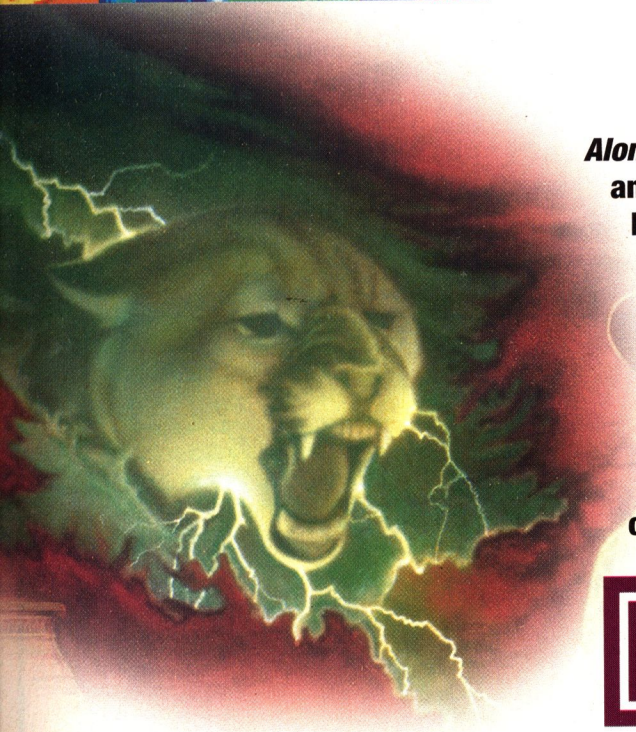
HOME GROWN PRODUCTIONS LTD, PO BOX 193, HAYES, MIDDX UB4 0RJ.

Alone in the Dark



PC ZONE CLASSIC

ALONE



***Alone In The Dark 3* is big and scary and doesn't have any hair.**

Patrick McCarthy is big and scary and offers more playing time than the previous versions. We put the two together (and things got a little confused from then on).

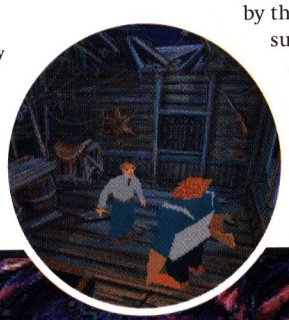
EMILY HARTWOOD, antiques dealer, platinum blonde, star of the original *Alone In The Dark (AITD)* and possessor of the world's most impressive child-bearing hips, was tired of jumping between the worlds of Lovejoy and Lovecraft, tired of the world of second-hand furniture and tired of men in cheap leather jackets who only want to get their hands on her antique knockers. So, off she went to Hollywood to find fame and fortune – or, failing that, a rich film producer with heart trouble.

Wearing only her "I survived AITD" t-shirt and a pair of fashionable slacks, she hawked her wares around the studios until she landed a job as a script girl with Hill Century, who were just about to start shooting a new Western. Lucky old Emily, you might think, until you remember that this is another game by the same tormentors who dumped her in such a terrible predicament not three years ago. Off go the innocent film company, however, all merry songs and jokes about Best Boys, into the wilds of the Mojave desert to an old ghost town called Slaughter Gulch.

And that's the end of them. They're never seen again. A few days later, someone finds an exhausted and terrified horse lost in the desert. Rather than simply running it over in an articulated lorry and selling the meat to the nearest *chevalin*, our good samaritan actually stops to investigate. Written on the horse's saddle are two words: "Call Carnby". Despite the fact that no area code is included, never mind a telephone number, the person who finds it somehow eventually manages to get word back to Edward Carnby, private investigator extraordinaire, and man with the largest collection of bootlace ties in the business.

And off we go again. Following the H.P. Lovecraft inspired world of *AITD*, and the voodoo saturated world of pirates cum gangsters in *Alone In The Dark 2 (AITD2)*, we now move on to the world of evil alchemy, Navajo Indian magic and reincarnation. All Carnby has to do is get into the town, save Emily, find out what happened to the crew, recover the cash from the making of the film, save the film clips themselves and hopefully do something about whoever is responsible. Daunting for some, but all in a day's work for the private dick with a yen for the supernatural and the gait of a man with two artificial hips.

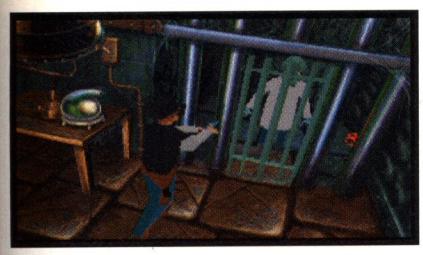




(Below) There's plenty of weirdness in Alone 3, but whereas previous games have just been plain odd... this has the added advantage of CD-ROM enhanced oddness.







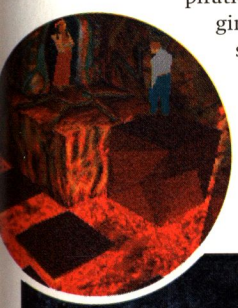
(Left) Carnby is somewhat pensive at approaching the chap with the questionable complexion

IN THE DARK 3

What's new, big cat?

Afficionados of the original *AITD* would point to the sheer fear factor as the dominant aspect of the game. Trying to escape from a large and terrifyingly malevolent house, stuffed to the brim with unpleasant surprises and unearthly things out to get you, was one of the most original gameplaying experiences of the year. It was so scary that people who played the game in the dark, in stormy weather, had to keep themselves on intravenous tranquilisers and wear rubber underwear. (It's true, I tell you!)

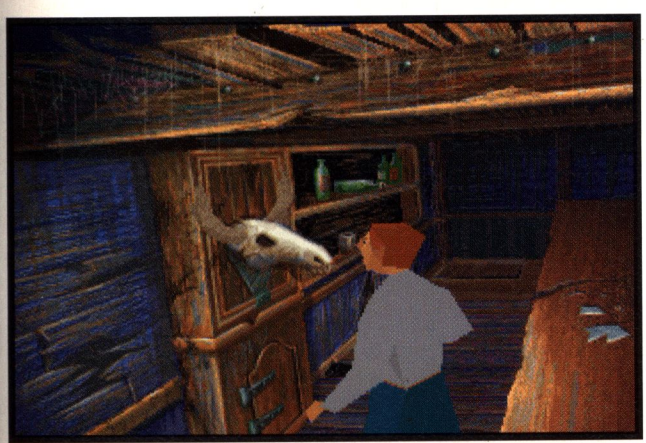
AITD2 departed somewhat from this approach, and concentrated rather more on you having to mix it up physically with piratical gangsters who had kidnapped a young girl with a view to using her in a ritual sacrifice.



In short, there was an awful lot of shooting to be done. For some people, this wasn't a problem, but for people who either didn't have the co-ordination necessary to complete some of the shoot-outs successfully, or who were simply more interested in the puzzle elements of the previous game, it proved to be a bit of a pain in the bottom. There were reports of people taking 20 hours just to make it through the first section of the game in the maze, and of others not making it at all and just giving up. (In fact, Infogrames was so concerned by this that they introduced a warp point into the CD version of the game, so that people could avoid it completely if they wanted.) And to be fair, attempting to shoot with even the very slightest touch of accuracy, with the control method and viewing angles in these games, is not the easiest thing in the world for one to achieve.

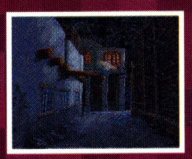
Aware of these problems, the designers have tried to go back on themselves a little, and restore





Have brains, will travel

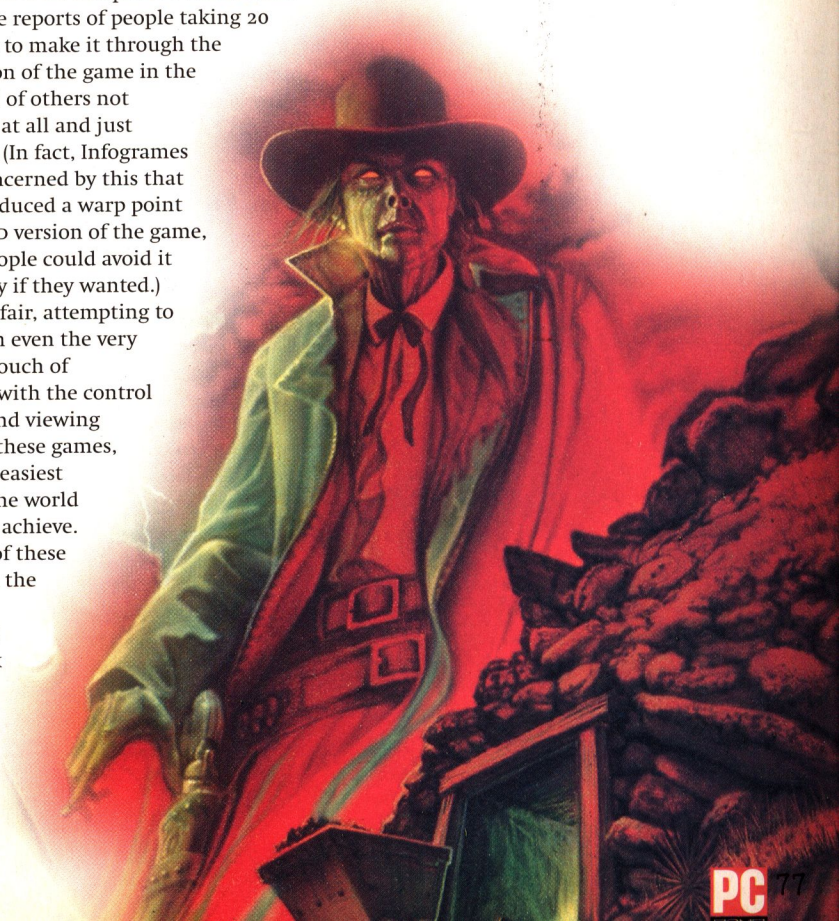
The only way to make your way around the town without being punctured by the evil ones is to be inventive. It's a nice touch that a number of the techniques involved are taken from the world of, and necessarily use props from, film-making. It's the Wild West, of course, so there's always a bit of dynamite to be had from somewhere, which comes in handy when walls need to be removed, or a mine cart kick-started. And then there are the puzzles that require you to exercise some of the more actor-y skills, including involving yourself in a bit of impromptu stunt work. Sadly, there's no call for you to swan about in pubs with a cheap raincoat slung over your shoulders, calling everyone by the D-word.



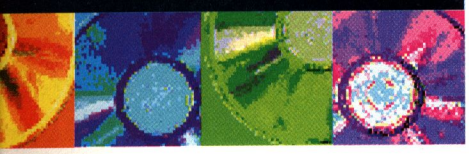








Alone in the Dark



(Left) Now, if you ask me, this looks spookily like the bit on the landing in the original Alone in the Dark. There's even a hole in the floor!



Another bit spoilt

Among the puzzles you'll face is one of these good old "invisible stepping stones" jobbies. In real life it would be impossible, of course, and you'd last approximately 0.03 seconds before plunging to a kebab-like death. In AITD3, however, it's just a question of saving the game every time you take a step and don't die. Of course, if you hadn't seen this bit you wouldn't even have known that this was the way to cross the gap, and I've just spoilt another part of the game. Try to forget you've seen it. Besides, there are two different parts of the game like this, and if you tried this solution to your problem in the other one, you wouldn't last very long at all.





☞ more of the tense atmosphere of fear and dread from the original game, and at the same time reduce the amount of combat. This more balanced approach takes the best elements of both preceding games (they hope).



Make it easy on yourself...

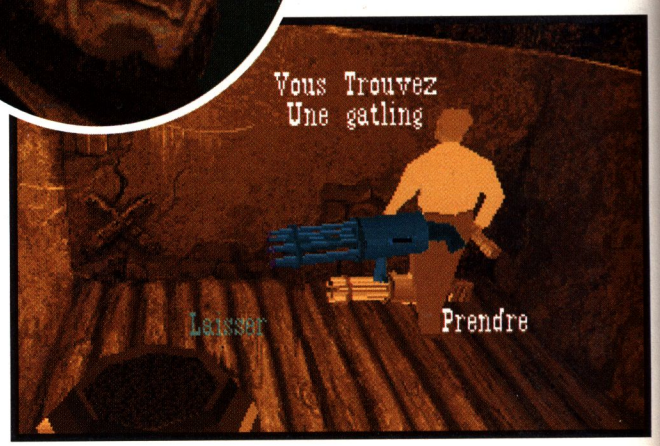
At the same time, Infogrames have introduced a couple of extra aids to success: you can now play the game at three different levels of difficulty. Unlike in some games that do this, you don't miss out on any of the puzzles or skip certain scenes, if you play it at the easiest level. It doesn't spoil the game by playing it at the easy level, because all it does is reduce the effect of the more arcadey elements by altering the effect of the combat. Basically, the easier the level you select, the more damage your blows do to the villains; the less harm each of their blows does to you; and the more likely you are to survive long enough to have your head go hot and swollen from the next bit of thinking.

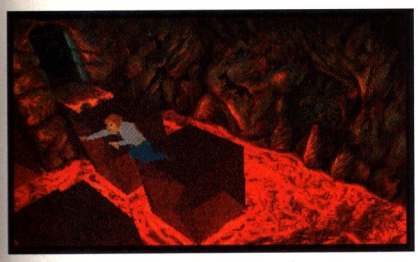
Most of the people involved with the game seem much happier themselves with the game that way. As Eric of Infogrames put it, "You might be crap at fighting and keep losing your life in the scraps, but you always 'ave your 'ead and you never lose your ability to think your way through mind-bending probs." Well, alright, I paraphrased a little.

Save me!

The other helpful little improvement in the design is that you're not restricted to six saved-game slots any more. There are four areas to save to, each of which can have up to six saved games within it. You can also have the same number of saved games on a floppy disk, which should be plenty for even the most careful and/or cack-handed of players.







(Left) Hopping across pedestals is something that you had to do a bit of in both of the previous games. Hoorah for consistancy throughout a series.





The game works on several levels. Firstly, it takes place in an old Wild West ghost town, so there are ramshackle buildings all over the place with treacherous floors, knackered stairways and scary passages. There's the fact that it's also been used as a film set, so there are facades on some of the buildings and even more tricky bits about the place. And then there are the real ghostly cowboys dotted all over the shop, all hell-bent on handing out harm in the form of ghostly bullets from their six-shooters... actually, they're more like infinity-shooters, come to think of it.

Where the first two games involved getting out of and into big old buildings, this one uses a whole town (albeit not a particularly large one). Like the town in *Ecstatica*, it's enclosed on all sides by a sheer drop, and the bridge you use to get into the town is removed early on in the proceedings. And like the town in *Ecstatica* (again), the streets are paved with villains – in this case, gun-toting ghost cowboys, which means that if you want to make your way around town, you're going to have to do it by inventive means. There's none of this swaggering down Main Street for you, unless you've always wanted to pursue a career as a collander, that is.

Plot stuff

The plot gradually unfolds, thanks to found film clips (very nicely depicted when you play them back on a projector), flash backs, and the usual *AITD*-style glut of handy reading material (all of which are acted out for you in case you can't read). It includes a great deal of reincarnation, big cats, green deadly slime, unholy Indian magic and dodgy looking but mighty important medallions. Most of the evil goings-on have come about because the founder of the town, and the man responsible for the disappearance of the film crew and all the other unpleasantness, the evil Jedediah Stone, built it over the top of some sacred Indian land. And it's he who holds Emily against her will. Get in there, Eddie.



(Above) Carnby adopts his "hero" pose.

I'm loath to give away too much about what happens during the course of the game because it spoils it for those who invest good money and hours of time to find out, but it's not spoiling it too ☞



Help

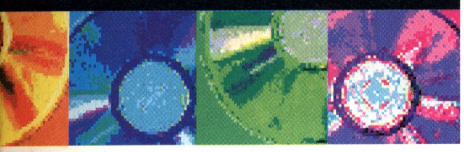
An example of the rather more user-friendly interaction screens is that the Open/Search command has made a welcome return, so you're not just restricted to pushing something or head-butting it. This command also means that you can get Carnby to look around for things you might not necessarily be able to see yourself.



There are also some location specific commands that will pop up from time to time: it's nice to be given the chance to throw things, especially when people are annoying you and your hormones are playing up; you can also work off excess energy by jumping about when the occasion demands it.

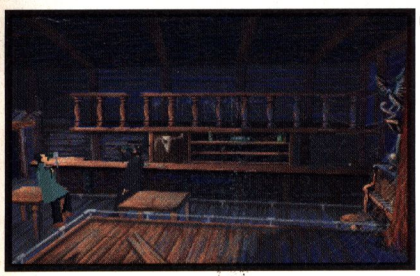
Remember how, in previous versions, you weren't sure whether something you were trying wasn't working because you weren't standing in quite the right place, or whether it wasn't working because you were trying something absolutely cretinous? Well, Carnby has now become terribly helpful and British about it all: he lets you know that he's aware of what you're trying to do and yes, he thinks it might just work, but he's afraid that, at the moment, he isn't quite correctly aligned to do the thing you want to do. He doesn't put it quite like that, of course.

Alone in the Dark



(Below) Graphically, this is without a doubt the most stunning of the Alone In The Dark series.





☞ much to say that at one point Carnby dies and is reincarnated as a cougar, and that this is by no means the end of the game. (More to the point, while he is a cougar, he gets to have all kinds of fun mauling people and other animals.)

If everything goes well from that point, he returns as himself, only to take on another form after that that's something to do with an evil relative. (Who's sort of like the Dark Side of the Force, but with a cowboy hat on.) And don't think I'm being evasive to disguise the fact that I haven't got that far, because the people from Infogrames sat me down and showed me exactly what happens, and even showed me the end. (I tried to shut my eyes, but they forced them open with hat-pins.) Through my pain, I saw enough to know that it's very exciting, very clever, and bloody hard to do right.

The graphics are up to the usual standard, with animation that's better than ever, having been tweaked to an almost ridiculous degree. Infogrames claim that at some points in the game the frame rate is up to 94 frames per second, which is rather more than the number of frames in an entire series of *The Flintstones*. The sound is fine – although only SoundBlaster standard, the sound effects are all well done, and help the atmosphere.

Unusually for a game of this type, it's not without light relief. Some of the interaction with the evil scum who walk the earth by night, is positively humorous, if you can imagine such a thing. Let's face it, there aren't many games in which you get to die and come back as a really cool animal, perform a pole vault and carry a Gatling gun. There are loads of entertaining ways to watch yourself die when you cock something up – among them, being strung up and whipped, and stretched over a slab and pounded about the face with a shovel. The number of saved-game slots available should help, and the selectable difficulty levels mean that it's a more acessible game for those who can't handle the fighting quite so well. It's an enormous game, bigger than either of its predecessors. It's packed to the brim with ingenuity, imagination and – yes – even scary bits.

Someone in the office said something like, "the graphics look a bit dated nowadays, don't they?" I suppose that if you compare it to something like *Cyberia*, they do. But then when you see the game-on-rails flying and shooting sections and trully God-awful, desperately short of ideas, piss-poor attempts at adventure and interactive bits that those "state of the art" games also chuck up, I'd say who needs those kind of graphics at that price? Give me this every time. Besides, haven't you always wanted to play a game where the lead character says, "Zounds, my Gatling gun is empty"? Brilliant. PZ

Film '95

A lot of software companies shove the idea of "interactive movies" down your throat, hoping that by latching on to any buzzword going they'll dupe the more impressionable punter into buying something that has about as much to do with movies as *So Haunt Me* has to do with situation comedy. For all their graphical sophistication, they don't involve the person playing them one tenth of the amount that this game does. Aside from the way it plays, it's designed and planned in exactly the same way as a film: there are producers, directors, scriptwriters, designers, storyboard artists, and so on... then there's the fact that you're on a film set, piecing together bits of film, which you can actually see playing in projectors. And while we're on the subject of films, apparently Infogrames is releasing a "The Making Of..." video about the game.





The original AITD2 got 97. This is better. I'm just a tight git. Je regrette rien.



Minimum Memory: 4MB RAM

Minimum Processor: 386/33 (486/33 recommended)

Hard Disk Space Required: 14MB

Graphics Modes Supported: VGA

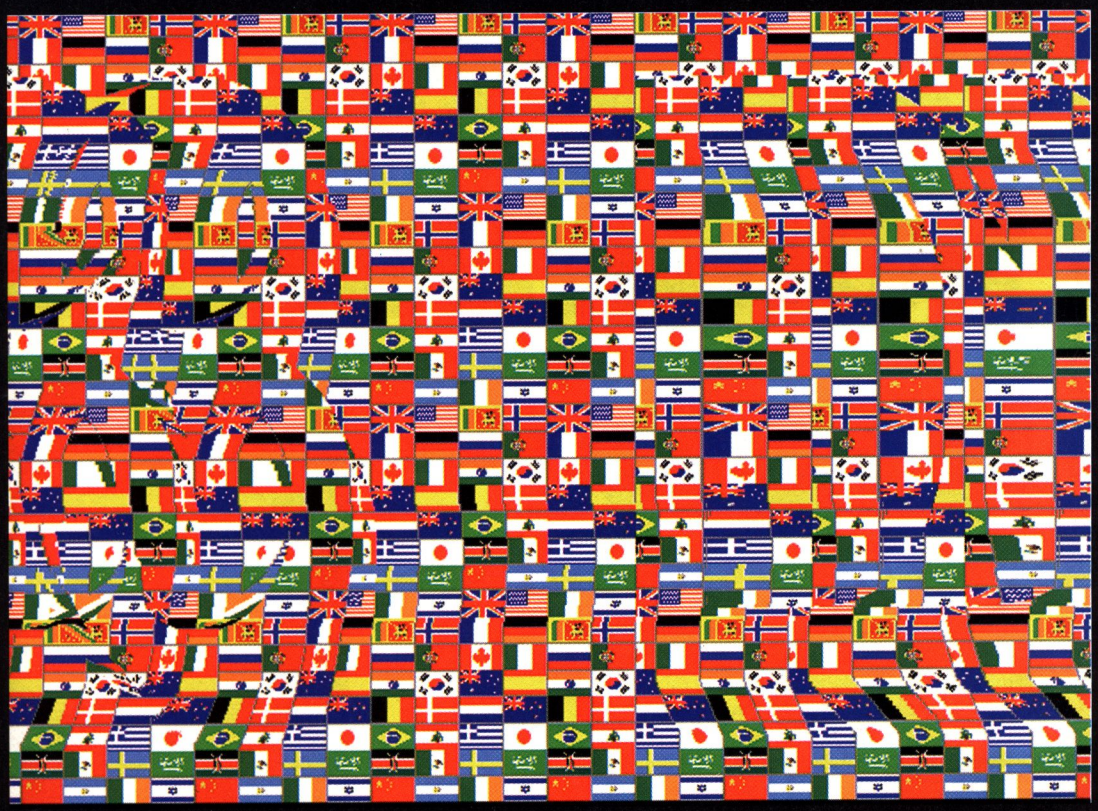
Sound Cards Supported: SoundBlaster and 100 per cent compatibles

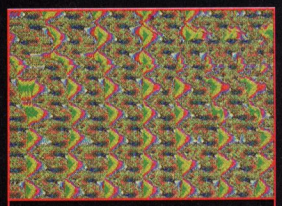
Controls: Keyboard, Mouse

Price: £44.99 **Release Date:** March '95
Publisher: Infogrames **Tel:** 071 738 8199

STEREOWORLD

Now you can be part of the new craze that is sweeping the world!





A stereogram called ***First Strike!***

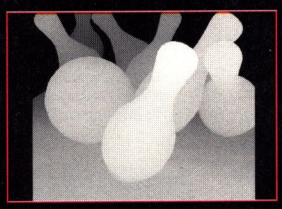


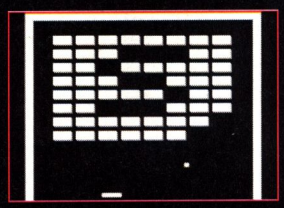
Play ***Escape*** in stereogram form.



Create your own stereograms and greeting cards.









- **Varied and Innovative Stereograms**
- **Animated Stereograms**
- **Morphing Stereograms**
- **3 Stereographic Games**
- **Create Your Own Stereograms**

PC CD-ROM £29.99
PC 3.5" Disks £29.99
Amiga Coming Soon!
Archimedes Coming Soon!

STEREOWORLD contains an astonishing collection of skilfully produced stereograms showing many different scenes. Be fascinated by the amazing animated stereograms, including flying through a chess match in mid-battle. Be intrigued by the morphing stereograms - watch as a bicycle turns into a car.

And, here's a **world speciality:**

STEREOWORLD features 3 challenging stereographic games:

- **Escape** - demolish the bricks to make your escape; it will take all your powers of concentration as the pace hots up and the game becomes more complex.
- **Lunar Lander** - gently land your spacecraft onto the moon's surface, then progress to other worlds where the terrain and gravity make your task increasingly difficult.
- **Stereosaw** - reconstruct stereograms that have been split into tiny fragments.

What's more, ***STEREOWORLD*** also gives you the opportunity to create your very own stereograms and stereographic greeting cards. Using a simple menu system, you can easily produce stylish stereograms. If you wish, you can include a greeting or message by choosing from the provided greetings or typing in a new message. So now you can make your own captivating birthday cards, Christmas cards, or valentine cards; or send message stereograms, which are totally incomprehensible until the receiver looks at them stereographically.

This package also includes detailed tips on how to view stereograms, and options to use the stereograms as screensavers or wallpaper.

. . . STEREOWORLD, it's a stereographic spectacular!

STEREOWORLD

Access VISA

IMPACT SOFTWARE, 1 PERCY STREET, SHEFFIELD, S3 8AU, ENGLAND.
✆ (0114) 275 2333. FAX: (0114) 278 1091 INTERNATIONAL ✆ +44 114 275 2333. FAX: +44 114 278 1091

Enquiries Welcome from UK and International Distributors and Retailers



PC ZONE RECOMMENDED

COMMANDER

After years of bitter discord, harsh words and failed peace initiatives, Paul Presley finally attempts to seal the rift between himself and French games programmers.

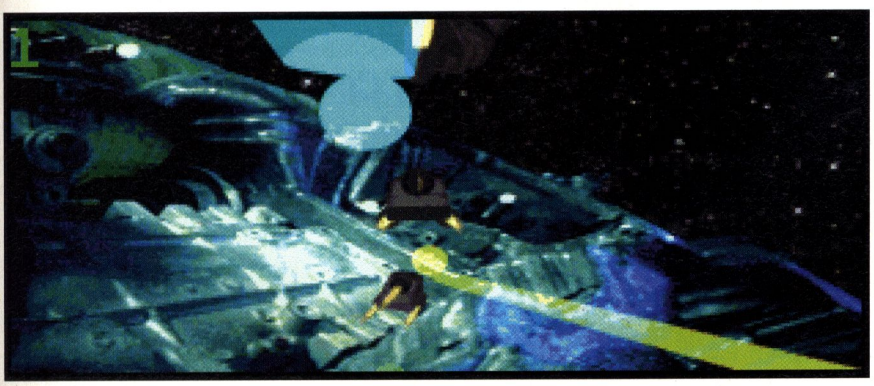


(Right) I'll say one thing for the room, it's certainly well lit.

BACK IN THE LATE '80s, when men were men, women were women and computer games were creative, playable and fun, there was a peculiar little title called *Captain Blood*. If you've ever wondered where the whole mythical "French games are weird" theme came from, this was the game that started it. *Captain Blood* was stylish to the point of excess, original to the point of bursting and we sheltered little English types just weren't ready for it. From that day to this, we haven't been able to fully appreciate the wonders of stylish art that are French games (and if that doesn't make an entire nation forgive me for six years of slander, nothing will).

"We have never been able to fully appreciate the wonders of stylish art that are French games."

Now, almost half a decade later, France has gone all Hollywood and produced a sequel. But it's neither necessary or advisable to have played the Captain if you want to appreciate the Commander. In fact it's probably better if you've never experienced the Blood-line before *(Nice pun. Ed.)* as you'll more than likely end up trying to spot the connections between the two games, and as there are hardly any beyond the title and the French-artiness, you'll just get very lost and confused. Of course, you're likely to get lost and confused anyway but that's the fault of the story.

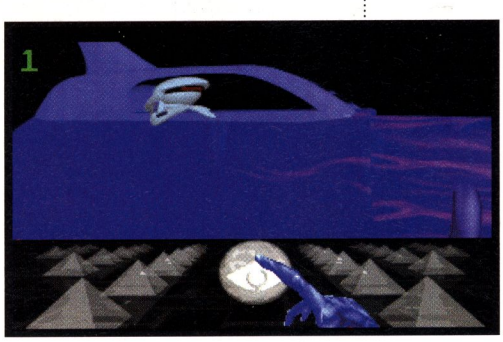


I smell weirdness

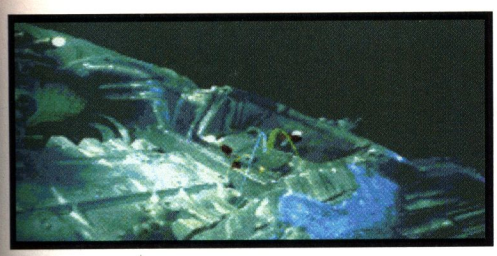
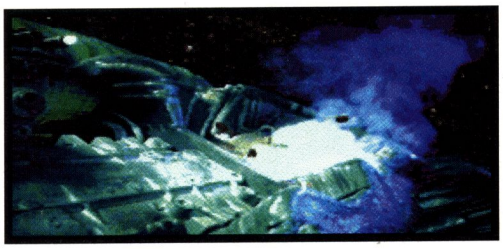
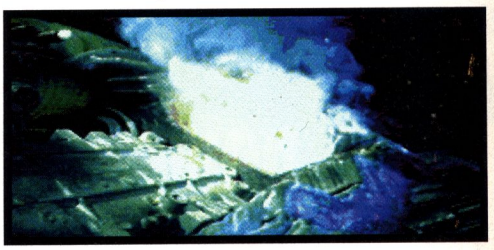
Basically your job is to travel back in time to experience the Big Bang, the one that started it all, the universe creator, El Bango. The reason for this is because of the insane desire of one Bob Morlock, head of the Kanary Corp (the largest business in the universe) and 800 thousand year old man. As you might have guessed by his age, he's dying and before he goes he wants to experience the ultimate life has to offer. Since Bob always gets what he wants, it's your job to take him back in time to the start of it all. You do this by travelling through artificially

"Not since Monkey Island 2 have I played an adventure game that's had a decent conversation system."





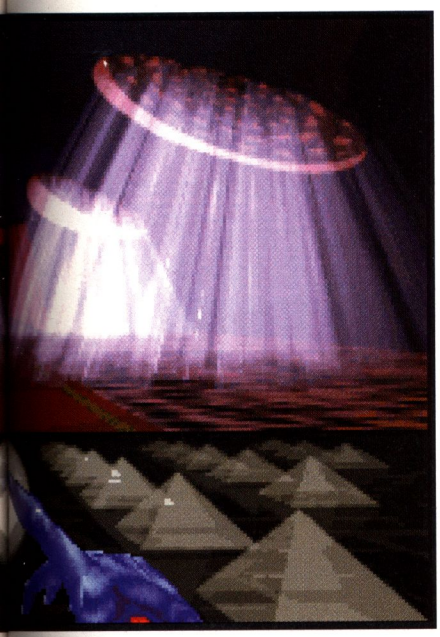


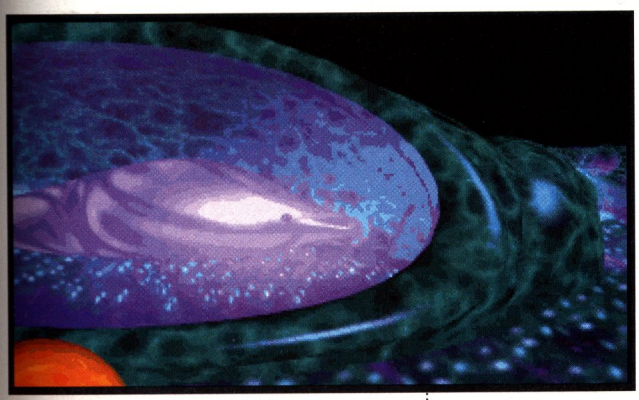
BLOOD







(Below) "They call him Flipper, Flipper, faster than lightning." Well at least it sounds better than "They call him Oorx, Oorx...".



created black holes, the only bugbear being that these are owned or guarded by various individuals that don't necessarily want you messing with them. Hence the adventure side of the game. Oh, just so you know, the game is set in the year 4,325,543AD. And Nostradamus said we wouldn't get past New Year's Eve 1999. Hah!

Are you sure it isn't weird?

Not anymore, no. It's very hard to describe *Commander Blood* as a game, but in the same respect it isn't quite what we like to call an "experience" (magazine-talk for games that are big, lavish and usually American). It's certainly stylish, the kind of game that could easily be entered for the Turner Prize. As an adventure "game" it isn't going to appeal to everyone, mainly because, as with a lot of French games (and I speak with the experience of having played them, not from any kind of xenophobia you understand), it asks the player to make a lot of assumptions with the story, failing to adequately set the background in a manner that makes sense before launching you into the game. This just leads to you never being entirely sure what is happening throughout the proceedings.

This isn't helped by a lack of decent character interaction. When you encounter someone you usually just have to sit back and listen to what they say, occasionally choosing to say "Yes" or "No" in response to a question. Once the main conversation is over you can normally ask them about a particular topic that's listed in a menu. At no time though, do you feel as though you're actually having a proper conversation. The whole thing amounts to little more than clicking your way through an encyclopaedia of localised information. Not since *Monkey Island 2* have I played an adventure game that's really had a decent conversation system.

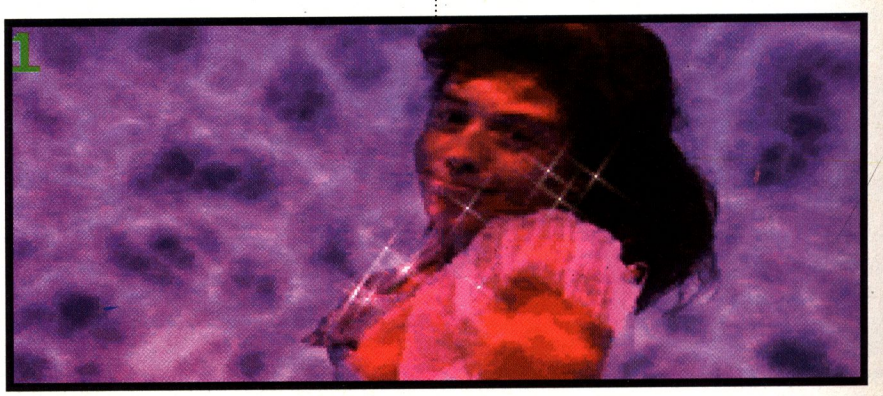
Had the interaction been better, then *Commander Blood* might not have felt so baffling. Being able to really get involved with the characters would have given the game a warmer, more user-friendly feel and would have helped the player understand what was going on, what he/she has to do and how to do it. It would also have helped you feel more affection for the characters.

Fractal fun

My memory's not what it was and these days I yearn for some kind of neurally-implanted SIMM chip to be invented, but I'm pretty sure I'm right in thinking that in the original *Captain Blood* there was a sort ☞



(Right) Well, it's better than Good Morning With Anne And Nick.



IN PERSPECTIVE

It would be unfair to both Commander Blood and any other game to make comparisons. It's just too arty for that. Instead here are some 'activities' that produce similarly intense experiences of sound and vision. (And we should point out that drugs are dangerous, kids. We only use them for comedic purposes.)

Attending a Lindesfarne concert

Commander Blood

Taking Acid

Watching Rolf Harris

ACTION REPLAY V 4.0

FREEZE POWER!

JUST IMAGINE THE POWER TO FREEZE ANY PROGRAM AT THE PRESS OF A BUTTON

NOW WITH V 4.0 OPERATING SYSTEM



£69.99 inc VAT

CD COMPATIBLE CD

Manipulate the frozen program and create special effects within games such as infinite lives, unlimited energy, special moves etc. Grab pictures, Music, hack programs and more!

INFINITE CHEAT GENERATOR

Action Replay now has FOUR powerful CHEAT FINDER modes that actually scan through the game in its FROZEN STATE and finds the locations that control lives, ammo, objects etc. etc. The unique CHEAT GENERATOR then gives you a cheat code for that game. Simply press a key to restart the game and you are invincible!! Cheats can be saved to disk or entered again at a later date. Loads of ready made cheats are also supplied on disk. Very powerful - even CD titles.

PROGRAM SAVE



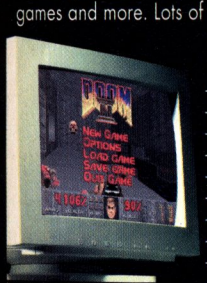
Freeze your program at any point and save entire contents of memory, including extended memory, to floppy or hardrive. When you reload the program it will resume at the point it was frozen. Ideal for saving a game at a difficult point or for programs with tedious 'password' loading systems.

NEW SCREEN GRABBER

At the press of the **Action Replay** freezer button you can grab a VGA screen from any program and save it out as a standard PCX file suitable for your graphics package. Now works with many non standard VGA, SUPER VGA and TEXT modes.

EVEN PROTECTED MODE PROGRAMS

PC Action Replay V 4.0 now works with protected mode programs including DOOM™, DOOM II™, UFO etc. in fact all DOS 4GW games and more. Lots of protected mode utilities!



PC Action Replay V 4.0 is also supplied with literally thousands of ready made cheats for all the latest block busters. Here are just a few for DOOM II™

System requirements
386/486 DOS 3.2 and above

THOUSANDS OF READY MADE CHEATS!

+DOOM21B3B7C63	Bullets
+DOOM21B3B8031	Shotgun Shells
+DOOM21B3B84FF	Plasma Cells
+DOOM21B3B8831	Rockets
+DOOM21B3BA401	Walk through walls
+DOOM21B3BA402	Invincible
+DOOM21B3BA403	Walk T Walls & Invincible
+DOOM21B3BA404	1 Point walk
+DOOM21B3B1C01	Get Computer Area Map
+DOOM21B3B6001	Get Shotgun
+DOOM21B3B6401	Get Chaingun
+DOOM21B3B6801	Get Rocket Launcher
+DOOM21B3B6C01	Get Plasma Rifle
+DOOM21B3B7001	Get Plasma Launcher
+DOOM21B3B7401	Get Chainsaw
+DOOM21B3B7801	Get Super Shotgun
+DOOM21B3B2401	Get Blue Key
+DOOM21B3B2801	Get Yellow Key
+DOOM21B3B2C01	Get Red Key
+DOOM219BBE002	Get Radar Map
+DOOM219BBE000	Turn off Radar Map
+DOOM21B3B1508	Partial Invisibility ON
*+DOOM21B3BD801	Rapid Fire
+DOOM21B3B2110	Get Light Amp Visor

SLO MO FUNCTION

Allows you to play a game at your own pace - about 10% to full speed.

MUSIC GRABBER

Now searches through memory for music in the Sound Tracker format. Save to disk and play back through one of players included with Action Replay. Ideal for creating your own demos

SOUND RIPPER

Scans through memory for sound blaster sound samples. Save to disk as .voc and .wav formats. Edit and playback. Ideal for Windows effects. Very effective, works with most programs.. even CD games!!

MONITOR FEATURE

Display the entire contents of memory in its frozen state. View as HEX or disassembly, includes a memory search facility which now works with all DOS memory. Output to printer available.

HACKER FUNCTIONS

Interrupt monitor displays contents of interrupt vectors and can monitor the activity of a particular interrupt. Register command shows where the program was when it was frozen. Graphics register command displays the contents of the VGA register set. The hackers dream!

ADVANCED USER MODE

New feature now allows the user to write powerful programs that use the advanced **Action Replay** operating system so TSRs take up NO system memory. Powerful virus scanner searches for viruses and alerts the user if detected. Now recognises even more viruses

The power to bust your programs wide open!

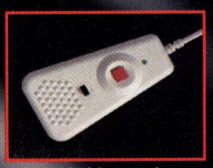


ACTION LINE BBS 01782 744 199

Full Action Replay support. Includes game cheats, Action Replay upgrades, update information, loads of shareware and P.D. files. All speeds to v32bis.



The ACTION REPLAY is easy to use with full MENU driven controls. AUTO INSTALL feature means that you are using ACTION REPLAY within minutes.



Custom hand held control - Freezer button & Slo-Mo enable available at all times.



UNLIMITED FREE UPGRADES

ACTION REPLAY V 4.0 features on board FLASH ROM which means that it can be upgraded easily by the user from disk or online from the ACTION REPLAY BBS... absolutely FREE!

WHAT THE REVIEWERS SAY



"PC Action Replay is a sophisticated, multi-talented piece of equipment with more options than you can throw a stick at...beautifully simple to use."
PC POWER JAN. '94

"The PC version is the best yet, combining powerful code crunching with lethal game busting" **VIDEO GAME SHOPPER**

"Action Replay is the keenest peripheral I've bought sonce my CD ROM drive. Well worth the dollar for any serious PC gamer."
WIRED OCT. '94

"Action Replay is well worth considering... It won't be long before everyone has one". **PC POWER NOV. '94**

HOW TO ORDER

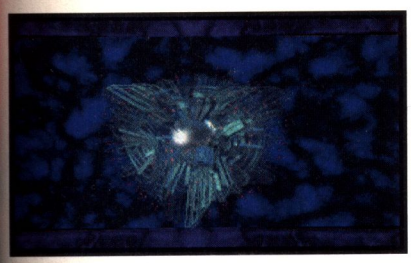
24 HOUR MAIL ORDER HOTLINE
01782 744707

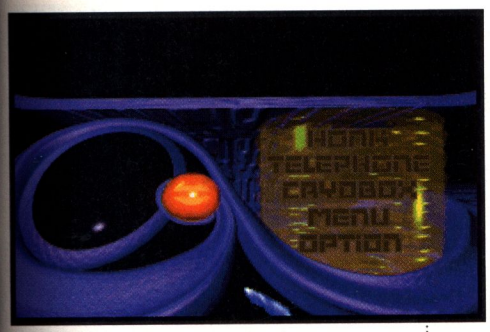
Send Cheques, Postal Orders or credit card details to:-

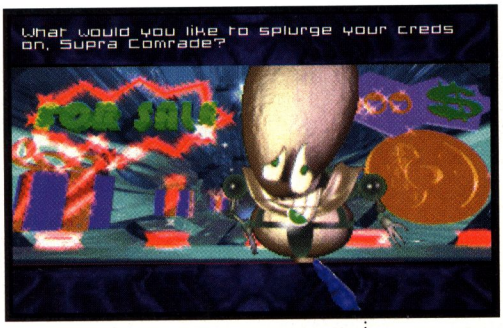
DATEL ELECTRONICS LTD.
GOVAN ROAD,
FENTON INDUSTRIAL ESTATE,
FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND.

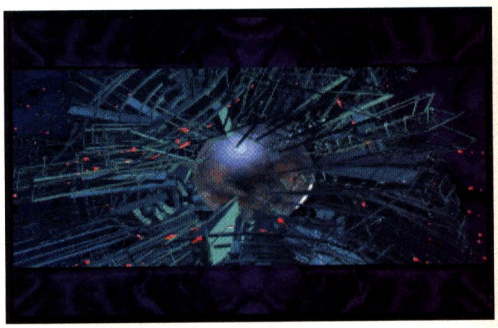
DATEL
DESIGN & DEVELOPMENT LIMITED

CALLERS WELCOME









(Below) Believe it or not, there's a planet under all that scaffolding somewhere.

of flying section whenever you visited a planet. The thrill of it in those days was that it used fractal graphics to create the backgrounds – and on Atari STs and Amigas this was somewhat "revolutionary".

Well we've got powerful machines these days and I kind of miss that bit. Whenever you travel to a planet's surface (or to be more accurate, send your Orxx to the planet – an Orxx being a dolphin-like creature that does all your talking for you... don't ask, just don't ask), we just get treated to various different bits of animation, albeit nice animation. I would much have preferred to have gotten behind the controls (or fins, as it were) myself and done a bit of manual navigation. Or at the very least been given the choice, in case it got a bit tiring after a while.

Waiting for Cousteau

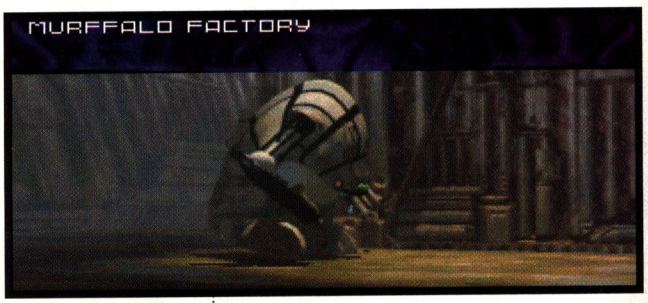
I know I've been a bit negative about it so far but that was only so that you'd know all about *Blood*'s bad points in advance. In its favour are a number of things, most notably the length. Whereas a lot of adventure designers these days are using the CD medium to store lots of fancy video clips, graphics files and beefed up presentation, Cryo has managed to make the game look spectacular while using the majority of the disc to provide a long-lasting and challenging game.

Compare it to, let's say, *Noctropolis* (reviewed last month). There is an adventure that had a lot of time spent on the look and feel of the game, but if you stuck with it, it could be completed in a day or two. *Commander Blood* has a good few weeks of playing time to it, not only because you spend a lot of time confused as to what you should be doing, but also because the designers thoughtfully included a well-sized game with the sound and graphics. I'm not sure it warrants a 45 quid price tag, but then what game does?

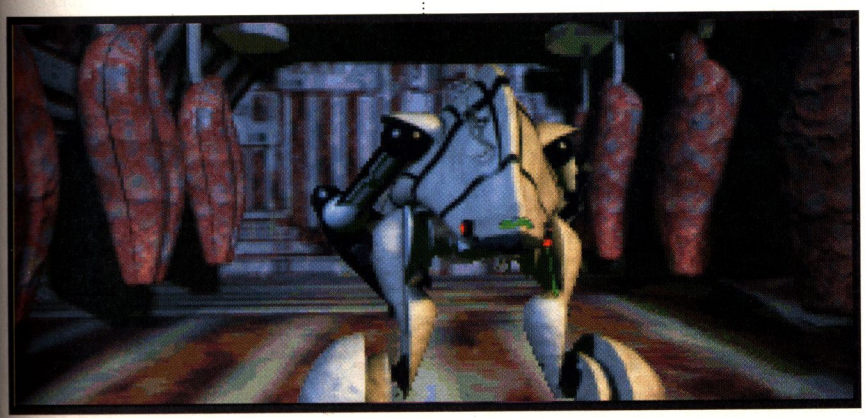
It's also very nice to play, very atmospheric in a stylised kind of way. Sort of like playing an interactive Jean-Michel Jarre album: a feast of sound and vision that makes you wonder why the rest of the world bothers designing games. Whatever faults our Eurotunnel partners may have telling a story, they know exactly how to make something look beautiful. And not in a "Wow, look at the animation on that" manner either. These are aesthetics that blend into the gameplay, go beyond superficial one-time-only gorgeousness and instead feed your senses every time you see them (are you listening Pseuds Corner?).

Hi thee to the Louvre

So should you buy it? Well in the same way that *Twin Peaks* doesn't appeal to everyone, neither will *Commander Blood*. I've a feeling some of you might simply be put off by the obscurity of it all, but I am certain it will find an audience. I'm certainly going to admit to liking it, but then I tend to admire anything that is a little bit different or original. You have to ask yourself what you want out of a game. If you're after fast-food gaming – action on an immediate level and big name companies – then you might as well forget it. *Commander Blood* wasn't designed for you and you'll only be disappointed. If, on the other hand, you admire games that experiment, games that aren't after hype or clamouring for attention you may just find yourself falling in love with this seductive Continental number. It's the computer equivalent to the Mona Lisa, you'll probably still be admiring it for years to come. Z



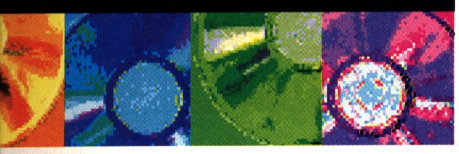
(Above) For all your Murffalo needs...

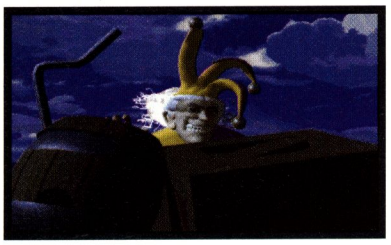




More computer art than computer game. Very nice though.

Minimum Memory: 4Mb
Minimum Processor: 486DX
Hard Disk Space Required: 6Mb
Graphics Modes Supported: VGA
Sound Cards Supported: All SoundBlaster types and compatibles.
Controls: Mouse, Keyboard
Price: £44.99 **Release Date:** Now
Publisher: Mindscape **Tel:** 0444 246333



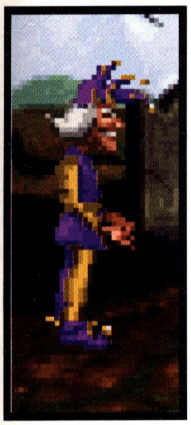




Words alone cannot describe how truly spectacular the animated introductory sequence to this game is. Apart from providing a potted history of Kyrandia and the circumstances leading to Malcolm's imprisonment, the graphics are nothing short of stunning and worth sitting through the plot for.

PC ZONE RECOMMENDED





Kyrandia Book III

Malcolm's Revenge

Asked if she would like to kick some arse in the latest of the *Kyrandia* Trilogy, Teresa Maughan had one fitting reply – unfortunately we couldn't print it...

Do you often find yourself fantasising about wreaking the most awful revenge on anyone who's ever pissed you off you in the past? Like super-glueing all the locks on your ex-lovers flat? Or gobbing in that cup of tea you've lovingly prepared for dotty Aunt Doris who's leaving her entire fortune to the Cats Protection League? Now is your chance to retaliate by taking on the persona of Malcolm (the baddie from the first *Kyrandia* offering, aptly named *The Legend of Kyrandia*) who has but one mission in life – to get even. Relax and enjoy because it's payback time!

David Mellor – Sex God

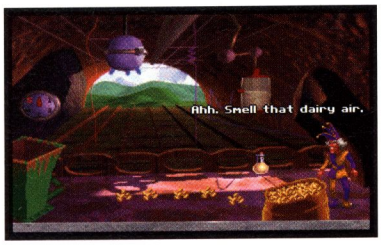
In *Kyrandia III* you play the "hero", Malcolm (funny name for a hero but then I wouldn't have had David Mellor down as a Sex God to look at him), who has been released from his entombment by a freak bolt of lightening and is now free to carry out his promise that all Kyrandia will feel his wrath (oo-er, missus). After a completely fab animated intro sequence – which takes you through a brief synopsis of the circumstances leading to Malcolm's deviant personality, his appointment as Royal Jester and the slaying of the King and Queen, culminating in his imprisonment in stone by cool dude and all-round Mr NiceGuy, Brandon – the game begins proper.

Okay, so the plot's nothing to wet your pants about, but those animated graphics certainly are. Malcolm crawls out from beneath a pile of rubbish at the local castle dump and it is here that his wanton path of destruction and mayhem begins. Egged on by his baaaaad conscience, Gunther, Malcolm goes in search of Kallak and his nitwit grandson, Brandon, to, in Gunther's words, kick some butt! In case you were wondering, Gunther pops up at regular intervals throughout the game to jibe, sneer and offer you his opinion – wanted or not!

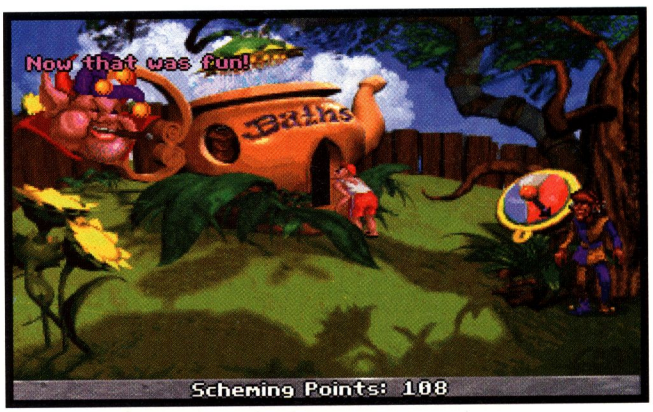


After a good scavenge around in the castle tip (that squirrel may come in handy later and don't forget the empty flask), you can then start exploring the island of Kyrandia, which is conveniently split into dozens of enticing locations, each one occupying a single screen. Moving around the island couldn't be easier either as *Kyrandia III*, like its predecessors, operates on a simple "point and click" interface. Sauntering or hurrying (there are two speeds to choose from, though I couldn't see any perceptible difference) around the screen and from location to location is a breeze, as your pointer will change to a heavyweight arrow indicating all routes available

Kyrandia III - Malcolm's Revenge







(Left) Shame, you just missed numerous naked bodies leaping out of the shower!

(Below) Malcolm crawls out from beneath the Castle Dump and your adventure in Kyrandia begins...





(Left) The Fish Cream Parlour - where else? Though you'd be forgiven for thinking it was Prime Minister's Question Time!

to you. If you want to examine an item, pick up an object, or engage in conversation with one of the hordes of characters, you simply move the pointer into position and click.

Dontcha just love being in control?

The Control Panel is also neatly stored out of sight at the bottom of the screen - moving your pointer down will cause it to "pop-up", eagerly awaiting your next instruction. It is here that you can assuage your kleptomaniac urges by stuffing your pockets (you have ten slots in all) full of various objects collected along the way. You try finding a use for the orange peel! Again, the control system would hold no fears for even the most intellectually challenged. You just grab an object by clicking on it, it's then held in your grubby little paw until you choose to drop it, store it, use it on another object or give it to (read - lob it forcefully at!) another individual.

You'll come across hundreds of different items on your travels and it is often difficult to work out what to take with you, but at least there is the option of discarding objects at a location and returning to pick them up later. As in any adventure worth its salt, puzzles leap out at you from every nook and cranny - some blazingly easy, some devilishly difficult and some completely baffling. I mean, who would have thought of putting an eel in the Mime Artist's cloak to get him to have a shower?

Not only are there loads of problems to solve but there are five other worlds to discover in addition to the island of Kyrandia itself. I'm not going to give away what they are, you'll have to work out how to escape from Kyrandia on your own. There are six different methods to do so, so you'd think it would be lemon squeezy. Sorry for bursting the bubble, but it's not!

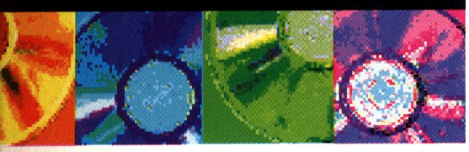
"Okay, so the plot's nothing to wet your pants about but those aminated graphics certainly are."

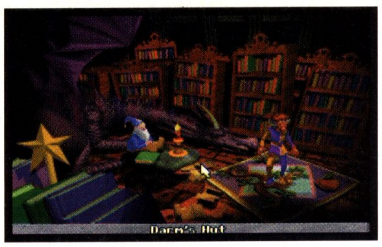
So when does the fun really begin?

I was just coming to that... The answer is quite simple - all the way through the game! Malcolm can choose to get a kick out of making people laugh, teasing defenceless animals and vandalising public property - all actions gain him points, from "Low Act" to "Thuggery" to "Life of the Party". Many of these actions further his progress, but beware that you don't push your luck too much when annoying people, as you are liable to end up a stiff. Luckily for you, though, you do get the option of a second chance and the ability to save your game.

The only other hindrance to your quest (apart from being a sandwich short of a picnic) is that you get thrown into prison at the slightest provocation - but what do you expect if you choose to wander around in broad daylight with a hypnotised squirrel on your head? And whilst on the subject of being banged up - earning parole is wearisome and so it is far better to find a way to escape. Bear in mind, though, you'll have to work out several different methods as once you've broken out, your parole duties change and hence, so does the escape route. ☞

Kyrandia III – Malcolm's Revenge





(Left) For a clue on how to find this location you'll need to look at the Family Album (below).

Family Album

Meet Malcolm's nearest and dearest and some of his arch enemies, too! Keep your eyes peeled on your travels because some of these geezers are right up there on your hate list.



That's me. Don't I look cute in an evil, nasty little imp kind of way?



The Granpa, otherwise affectionatley known as the Wrinklies.



Bill himself was a good kind of bloke but his wife's a bit of a dog!



This Brandon's first on my hit list. He was the git that put me in stone.



This geezer should have been called Fester, not Festre.



Kallak had better watch his step now Johanne's back in town.



I remember Mom's apple pie as if it were just yesterday.



Victor in name, Victor in spirit. I inherited all my talent from dear ol' Pa!

A bit of a looker

It has got to be said that *Kyrandia III* is a bit of a looker (the screen shots speak for themselves), packed to the gunnels with stunning 3D-rendered graphics and animation that are sure to get your saliva, er, salivating. It is in this department that the game really scores over its previous incarnations – the improvement in depth and detail all adds to the overall atmosphere and gives you the feeling that you really are Malcolm – well, nearly.

Most of the characters that you come across are animated and, coupled with digitised speech, this brings a strong sense of realism as well as, in many cases, providing you with well sought-after clues. (What is that geezer with the funny accent you keep bumping into on?) You can also take a breather at intervals and simply sit back and enjoy a plethora of animated sequences, both at locations (Pegasus landing is a dream to behold) and when you have cracked a particularly sticky problem (just check out those naked bodies leaping out of the Public Baths).

(Below) Oh, dear!

(Bottom) "Fasten your seatbelts." This nifty transporter takes you round Kyrandia.



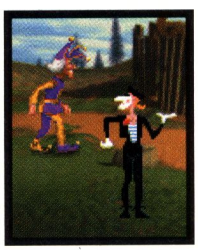
Offensive personal habits

Now that I've snogged *Kyrandia* to death it's time to come up for air and point out some of its less desirable personal habits. It may not have halitosis but some of its jokes really stink. I didn't find any of Malcolm's witty quips and jests even faintly amusing and the canned laughter just added insult to injury – I felt like I was watching an awful re-run of a BBC sitcom starring Ronnie Corbett. The only blessing is that you can turn the studio audience on and off along with on-screen text and talk interruption. I also have to say that many of the conundra are far from logical and could, at least in some cases, be described as surreal – at times this can be extremely frustrating. Precision in pointer placement is also a tad irritating at times – it took me ages to figure out how to nick the leather jerkin and the only thing I was doing wrong was not clicking in exactly the correct place.

Apart from these minor niggles *Kyrandia III* is a bit of alright! Fans of the prequels will not be disappointed with the addition of splendid animation, graphics and digitized speech, this, coupled with good solid adventure content, makes *Kyrandia III* a winner.

Those of you who are new to the goings on in *Kyrandia* should do themselves a serious favour and find out exactly what they've been missing all this time!







***Kyrandia III* doesn't just knock spots off the previous two – it oxycutes them.**

Minimum Memory: 570K, 2Mb free XMS
Minimum Processor: 386 33MHz, CD drive
Hard Disk Space Required: 4Mb
Graphics Modes Supported: VGA, SVGA
Sound Cards Supported: All the usual
Controls: Mouse
Price: £44.99 **Release Date:** Out now
Publisher: Virgin **Tel:** 081 960 2255

A division of
SOFTWARE PLUS
Britains's largest independent specialist retailer of computer games.

SOFTWARE FIRST

Established 1981

PC TITLES

1942 Pacific Air War £28.99
A320 Airbus Approach Trainer* £19.99
A Train £10.99
A Train and Construction Set* £14.99
Abrams Battle Tank* £12.99
Across the Rhine* £28.99
Aces of the Deep £25.99
Aces Over Europe £14.99
Air Bucks 1.2 ..... £10.99
Aladdin ..... CALL
Alien Breed £17.99
Alien Legacy* £26.99
Alien 3* £19.99
All New World of Lemmings £22.99
Alone in the Dark 2 ..... £29.99
Amazon Queen* ..... CALL
Ambermoon* £22.99
Another World £11.99
Arcade Pool £9.99
Archer Mcleans Pool £12.99
Armada Wing Commander £29.99
Armoured Fist £26.99
Assassin* ..... CALL
Award Winners Gold Edition £22.99
Battledrome - Metal Tech* £22.99
Battle Isle 2 ..... £25.99
Battle Of Britain £14.99
Battle Saga* £22.99
Beneath a Steel Sky £25.99
Birds of Prey £11.99
Black Hawk £22.99
Body Blows £14.99
Breakthru* £16.99
Breach 6* £26.99
Bridge Champion £26.99
Brutal Sports Football £19.99
Burning* £28.99
Caesar Deluxe £14.99
Cannon Fodder £22.99
Cannon Fodder 2* £22.99
Car and Driver* £11.99
Carriers at War 2 ..... £28.99
Castle Conquest* £26.99
Castles Data Disk £5.99
Championship Manager Compendium £19.99
Championship Manager End of Season DD £12.99
Championship Manager Italia £19.99
Chaos Engine £21.99
Chessmaster 4000 Windows £22.99
Chessnet* £22.99
Christmas Lemmings 94 ..... £11.99
Civilization £26.99
Classic Collection Access £15.99
Classic Collection Delphine £19.99
Classic Collection Lucas Arts £19.99
Classic Collection Velocity ..... CALL
Club Football £22.99
Clue £22.99
Colonization £29.99
Comanche Mission over the Edge £16.99
Complete Chess Systems £22.99
Cool Spot £19.99
Corridor 7 ..... £13.99
Crazy Cars £5.99
Crime City £8.99
Cruise for a Corpse £11.99
Curse of Enchantia £12.99
Cybercon 3 ..... £9.99
Cyberrace £16.99
Cyberspace* £29.99
D Day £26.99
D-Generation £10.99
Dark Legions* £26.99
David Leadbetters Golf £13.99
Day of the Tentacle £27.99
Dawn Patrol £29.99
Delta 5 ..... £30.99
Deluxe Strip Poker 2 ..... £6.99
Desert Strike £22.99
Detroit* ..... CALL
Discovery* £8.99
Dogfight* £10.99
Doom £24.99
Doom 2 ..... £36.99
Doom Extra Levels 4 ..... £8.99
Dreamweb £29.99
Drought of the Serpents £12.99
Dune 2 ..... £10.99
Dungeon Hack £14.99
Dungeon Master 2* £25.99
Earth Siege £26.99
Elder Scrolls Arena £29.99
Empire Soccer £19.99
European Champions* ..... CALL
Evasive Action £12.99
Evolution Lost in Time* ..... CALL
Eye of the Beholder £12.99
Eye of the Beholder 2 ..... £12.99
Eye of the Beholder 3* ..... CALL
Eye of the Storm £29.99
F1 ..... £19.99
F14 Fleet Defender £28.99
F14 Fleet Defender Scenarios £13.99
F15 Strike Eagle 2 ..... £7.99
F117A* £10.99
F29 ..... £11.99
Fantastic Dizzy* ..... CALL
Fantasy Empire £14.99
Fantasy Manager £19.99
Fantasy World Dizzy £7.99
Fields of Glory £29.99
FIFA International Soccer £5.99
Flight of the Amazon Queen* ..... CALL
Flight of the Intruder £7.99
Football Glory £19.99
Frankenstein £10.99
Frontier Elite 2 ..... £24.99
Front Lines* £26.99
Front Page Sports Football* £26.99
Gabriel Knight £26.99
Games £11.99
Gateway 2 ..... £16.99
Gateway 2 Homeworld £15.99
Genies Curse* £26.99
Graham Gooch Cricket £19.99
Grandest Fleet* £29.99
Great Navy Battles £9.99
Great Navy Battles 2 ..... £25.99
Greatest £31.99
Gunship £7.99
Gunship 2000 ..... £10.99
Hand of Fate £31.99
Hand of St James* £8.99
Hannibal* £19.99
Hardball 4 ..... £26.99
Harpoon Ver 1 2.1 ..... £12.99
Harpoon 2 ..... £29.99
Heart of China £10.99
Heimdall 2* £14.99
Hex Wizard £22.99
Hired Guns £25.99
Hokum KA60* £25.99
Horde* £26.99
Hoyle Book of Games Vol 1 ..... £12.99
Hoyle Book of Games Vol 2 ..... £12.99
Hoyle Book of Games Vol 3 ..... £12.99
Incredible Toons (Windows) £26.99
Inca £16.99
Incredible Machine 2* £22.99
In Extremis £24.99
Inca 2* ..... CALL
Indiana Jones Atlantis Adv £24.99
Indy Car Racing £19.99
Indy Last Crusade Graphic £12.99
Inferno* £29.99
International Ice Hockey* £19.99
International Manager* £19.99
Ishar 3* £26.99
Isles of the Dead £10.99
Jack the Ripper* £29.99
Jetfighter 2* ..... CALL
Jetstrike* £19.99
Jigsaw Pinups £7.99
Jungle Strike* £27.99
Key Home Designer £38.99
Kick Off 3 ..... £19.99
Kids Rule OK £12.99
Kingmaker £24.99
Kingpin* ..... CALL
Kings Quest 2 ..... £12.99
Kings Quest 3 ..... £12.99
Kings Quest 4 ..... £12.99
Knights of the Sky £12.99
Lands of Lore £24.99
Legend of Kyrandia* £10.99
Leisure Suit Larry 1 ..... £9.99
Leisure Suit Larry 2 ..... £11.99
Leisure Suit Larry 3 ..... £12.99
Leisure Suit Larry 6 ..... £26.99
Liberation Captive 2* £23.99
Links 386 ..... £29.99
Links Belfry Course £16.99
Links Bighorn Course £16.99
Links Castle Pines £16.99
Links Challenge £12.99
Links Fantasy Course* ..... CALL
Links Kapalua Course* £16.99
Links Mauna Key £16.99
Links Pebble Beach £16.99
Links St Andrews Course* £16.99
Lion King £19.99
Litil Divil £26.99
Loderunner* £22.99
Lords of Midnight* £26.99
Lords of the Realm* £26.99
Lost Vikings £12.99
Manchester United Premier League* £19.49
Manhunter New York £11.99
Manhunter San Francisco £12.99
Maniac Mansion £10.99
Master of Magic* £29.99
Master or Orion £29.99
Micro Machines £19.99
Microprose Grand Prix £10.99
Microsoft Flight Sim 5 ..... £28.99
Microsoft New York £15.99
Microsoft Paris £13.99
Microsoft Tool Data Disk* £9.99
Midwinter £7.99
Mig 29M Super Fulcrum £11.99
Monkey Island 2 ..... £23.99
Mortal Kombat £20.99
Moscow Nights £9.99
Mr Blobby* ..... CALL
Nascar £28.99
Navy Strike £28.99
NCAA 2* ..... CALL
NFL Football £25.99
North and South £4.99
Off Shore Warrior £4.99
On the Ball League Edition £22.99
Operation Combat 2 ..... £7.99
Operation Stealth £7.99
Origamo* £39.99
OST Warp £89.99
Out Post* £26.99
Overdrive* £19.99
Overlord* £28.99
Pacific Strike £32.99
Pacific Strike SAP £13.99
Pagan Ultima 8 ..... £32.99
Pagan Ultima 8 Speech Pack £13.99
Perfect General 2* £29.99
Peter Pan £29.99
PGA Golf Tour Plus £9.99
Pinball Dreams 2 Data Disk £13.99
Pinball Fantasies £25.99
Pinball Magic £4.99
Pirates £10.99
Pirates Gold* £10.99
Pizza Tycoon £29.99
Play & Learn £7.99
Police Quest 1 ..... £12.99
Police Quest 2 ..... £12.99
Police Quest 3* £12.99
Powergame 2 ..... £24.99
Power Hits Battle Tech £12.99
Power Hits Scifi £12.99
Powermonger £11.99
Premiership £7.99
Power Drive £29.99
Power Slide £26.99
Premier Division manager £7.99
Premier Manager 2 ..... £14.99
Premier Manager 3 ..... £19.99
Privateer £34.99
Privateer Righteous Fire £15.99
Project X* £13.99
Quest for Glory 1 ..... £13.99
Raiden* ..... CALL
Rally £22.99
Reach for the Sky's £14.99
Realms £10.99
Realms of Arkania 2* £29.99
Red Ghost* ..... CALL
Red Hell £19.99
Red Hell £28.99
Return to Zork £30.99
Retribution £25.99
Reunion £26.99
Robinsons Requiem* £29.99
Robocop 3 ..... £19.99
Rorke's Drift £8.99
Sabre Team £19.99
Sam & Max Hit the Road £27.49
Scrabble £20.99
Secret of Monkey Island £12.49
Secret Weapons of the Luftwaffe £19.99
Secret Weapons of OTL Mission 1 ..... £8.99
Secret Weapons of OTL Mission 2 ..... £8.99
Sensible Golf* ..... CALL
Sensible Soccer Int Edition £13.99
Settlers £25.99
Shanghai 2 (Windows)* £15.99
Shuttle £10.99
Silent Service 2 ..... £12.99
Sim Art Classic* £13.99
Sim City 2000 ..... £26.99
Sim City 2000 Scenery 1* £9.99
Sim City 2000 Scenarios 2* £9.99
Sim City Classic £13.99
Sim Classics £22.99
Sim Earth Classic £13.99
Sim Life Classic £13.99
Simon the Sorceror 2* £28.99
Soccer Kid £19.99
Soccer Team Manager* £10.99
Space Federation* £22.99
Space Quest 2 ..... £19.99
Space Quest 3 ..... £19.99
Space Quest 4 ..... £10.99
Space Simulator £32.99
Speedball 2 ..... £9.99
SSN21 Seawolf £28.99
Star Crusader £26.99
Star Reach* £26.99
Star Trail* £289.99
Star Trek £23.99
Star Trek 2 Judgement Ties £16.99
Star Trek Next Generation* ..... CALL
Star Trek SFX Pack £13.99
Stardust* £19.99
Star Federation £29.99
Starlord £29.99
Star Wars Chess £19.99
Strike Commander £32.99
Striker £19.99
Stunt Island £16.99
Sub* £22.99
Subwar 2050 ..... £29.99
Super All Stars Codemasters £9.99
Super Frog* £13.99
Super Hero League Hoboken* £26.99
Super Street Fighter 2* £21.99
Summonings £14.99
Swap £9.99
Syndicate £29.99
Syndicate Data Disk £13.99
System Shock £29.99
Tactical Manager - England or Italy or Scotland £22.99
Tank £6.99
Terminator Rampage £26.99
Test Drive 3 ..... £10.99
TFX £29.99
Theatre of Death* £19.99
Theatre of War £11.99
Their Finest Mission £9.99
Theme Park* £27.99
Thomas the Tank Engine Coll £10.99
Tie Fighter* £39.99
Tornado & Falcon 3* £27.99
Total Carnage* £17.99
Transport Tycoon* £29.99
Trolls £9.99
UFO £28.99
Ultima Underworld* £9.99
Ultimate Body Blows* £19.99
Ultimate Body Blows* £24.99
Ultimate Pinball Quest* £19.99
Ultimate the Black Gate £12.99
Ultimate Warriors* £12.99
UMS Compilation* £29.99
Universe* £26.99
Unnecessary Roughness £26.99
Unnecessary Roughness '95 ..... £26.99
Victoria at Sea* ..... CALL
Video Jam* ..... CALL
Vital Light* £19.99
Walls of Rome £14.99
War Craft £25.99
Wing Commander Armada £29.99
Wings of Glory* ..... CALL
Winter Challenge £10.99
Winter Gold £12.99
Winter Olympics £25.99
Wizard* ..... CALL
Wizzkid £10.99
Wolf £22.99
Wolfenstein 3D £10.99
Wolfsbane* £13.99
World Class Leaderboard Series £10.99
World Cup USA 94 ..... £22.99
World Cup Year 94 ..... £22.99
X Wing Data Disk B Wing £13.99
X Wing Mission Disk Imperial £13.99
Zak McKracken £7.99
Zephyr £25.99
Zeppelin £29.99
Zool 2* £22.99

PC BUSINESS TITLES

1st Design for Windows £29.99
1st Press for Widnows £29.99
BBC Gardeners World 3D Designer £15.99
Creative Writer £35.99
GTS Pictures Collection 1 ..... £19.99
GTS Pictures Collection 2 ..... £19.99
GTS Fonts £15.99
Key Home Designer £38.99
Mavis Beacon ver 2 ..... £25.99
Mavis Beacon ver 3 ..... £22.99
MS Dos 6.2 ..... £56.99
Microsoft Arcade (Dos & Win) £17.99
Microsoft Creative Writer £35.99
Microsoft Fine Artist (Windows) £43.99
Softkey Cad (Windows) £45.99
Softkey Calendar Plus (Windows) £45.99
Softkey Draw Plus (Windows) £45.99
Softkey Fonts (Windows) £45.99
Wordperfect Infocentral (Windows) £76.99
Wordperfect Clip Art (Dos & Win) £28.99
Wordperfect Works (Dos) £76.99
Wordperfect Clip Art Office £28.99

PC ACCESSORIES

Grey Artist Scanner Mustek £134.99
Logic 3 Tornado £13.99
Mouse Mat £1.99
Panasonic External CD Rom Drive £220.99
Quickjoy Game Card (up to 33MHz) £9.99
Quickshot Warrior 5 ..... £11.99
Quickshot Python 5 ..... £10.99
Quickshot Starfighter 5 ..... £10.99
Quickshot Super Warrior £18.99
Screenbeat 3 Speakers £16.99
Soundblaster 16 Value Pack £109.00
Soundblaster Pro Value Pack £82.99
Speedmouse 2 Logic 3 ..... £14.99
3.5" Disk Box holds 40 ..... £4.99
3.5" Disk Box holds 80 ..... £6.99
Unbranded 3.5" blank disks x 10 ..... £5.99
Zydec HD disks 10 ..... £9.99

PC ROM TITLES

688 Attack Sub and Chuck year £13.99
7th Guest £17.99
7th Sword of Mandor* ..... CALL
1942 Pacific Air War* £28.99
1944 Across the Rhine* £30.99
Aces of the Deep £28.99
Aegis: Guardian Fleet £30.99
Alone in the Dark 2 ..... CALL
Al Qadim* £24.99
All New World of Lemmings £27.99
Ambush* £11.99
Ancient Lands £34.99
Arcade Pool* £10.99
Armoured Fist* £29.99
Assassin* ..... CALL
Battle Isle 2 ..... £32.99
Beneath a Steel Sky* £34.99
Betrayal at Krondor £29.99
Birds Of Prey £13.99
Bloforge* ..... CALL
Bloodnet* £26.99
Bloodstone* £11.99
Blue and the Gray* £27.99
Central Intelligence £27.99
Castles/Seige and Conquest* £27.99
Civilization/Railroad Tycoon £19.99
Campaign* £27.99
Cinemania '95 ..... £34.99
Civilization & Railroad Tycoon* £20.99
Classic Casino* £10.99
Colonization £28.99
Complete Chess System £25.99
Corridor 7 ..... £20.99
Comptons Interactive Encyclopedia £62.99
Creature Shock £32.99
D-Generation £11.99
Ecstatica £28.99
Encyclopedia £105.99
Cruise for a Corpse £10.99
Cyberspace* £29.99
D Day 100 Days* £30.99
D Day Cradle Liberty* £30.99
D Day Normady* £48.99
Dangerous Creatures* ..... CALL
Dark Legions* £27.99
Dark Seed* £34.99
Day of the Tentacle £30.99
Deathgate* £27.99
Delta 8* £31.99
Desert Strike £24.99
Diggers* ..... CALL
Dizzy CD Pack* ..... CALL
Doom 2 ..... £39.99
Dracula Unleashed £35.99
Dragon Lore Legends* £32.99
Dragon Tales* £27.99
Dragonsphere £19.99
Dreamweb* £28.99
Dungeon Master 2* £27.99
Dune/7th Guest £33.99
Dune & Robocop 3 ..... £14.99
Eleventh Hour* £35.99
Empire Soccer* ..... CALL
Eye of the Beholder £10.99
F1* £21.99
F117A* £10.99
F14 Fleet Defender* £30.99
F15 Strike Eagle 2 ..... £10.99
F15 3 ..... £19.99
Falcon Gold £30.99
FIFA International Soccer* £27.99
Fist* ..... CALL
Flight Sim CD Compendium* £13.99
Frontier Elite 2 ..... £39.99
Gabriel Knight £28.99
Genies Curse* £24.99
Goblins 1* £27.99
Graham Gooch World Cricket £24.99
Gunship 2000* £10.99
Gunship 2000 & Island of Ice Data D. £19.99
Hammer of the Gods* £30.99
Hand of Fate £39.99
Heimdall 2 ..... £26.99
Hell Cab* £39.99
High Saga Trader* £27.99
Incredible Machine 2* £24.99
Inferno* £34.99
International Ice Hockey* £24.99
Ishar 3* ..... CALL
Isle of the Dead £14.99
Japanese Berlitz* ..... CALL
Jetstrike* £24.99
Journey Man Project £14.99
Jungle Strike* £24.99
KEY HOME DESIGNER £38.99
Keys of Maramon* £11.99
Kick Off 3* £22.99
Kingpin ..... CALL
Kings Quest Anthology* £30.99
Klik and Play £29.99
Lawnmower Man £19.99
Leisure Suit Larry 1 ..... £12.99
Leisure Suit Larry 6* £28.99
Larry Collection 1 to 5* £30.99
Links Challenge Golf £12.99
Litil Divil* £25.99
Little Big Adventure £36.99
LNX Attack Chopper and Birds of Prey* £13.99
Loom £13.99
Lords of Midnight* £27.99
Lords of the Realm* £22.99
Lost and Found* £24.99
Lost Files of Sherlock Holmes* ..... CALL
Magic Carpet £28.99
Manchester United Premier League* £24.99
Maniac Sports £33.99
Manlad Sports £26.99
Marco Polo ..... CALL
Master of Magic £28.99
Megarace £26.99
Megarace and Return to Zork* £34.99
Micro Machines* ..... CALL
Microcosm £40.99
Microprose Grand Prix £10.99
David Leadbetter £19.99
Microsoft Dinosaurs £49.99
Microsoft Cinemania £49.99
Microsoft Encarta £95.99
Mr Blobby* ..... CALL
Myst £46.99
Nascar £25.99
NHL HOCKEY 94 ..... £32.99
Nova Storm £29.99
Out Post* £34.99
Pagan Ultima 8 & Speech Pack £44.99
Petrician* £29.99
Patriot £12.99
PGA Tour Golf 486 ..... £37.99
Pinball Dreams Deluxe £27.99
Pirates* £10.99
Pirates Gold* £11.95
Police Quest 1 ..... £10.99
Police Quest 4* £34.99
Power Drive £19.99
Powergame 2 ..... £27.99
Power Slide £27.99
Privateer £34.99
Psychotron £36.99
Put Put goes to the Moon £33.99
Quarantine* £26.99
Quest for Glory 4* ..... CALL
Rally Network Q £13.99
Ravenloft* £31.99
Realms of Arkania 2* £34.99
Rebel Assault £32.99
Red Ghost* ..... CALL
Red Shift* ..... CALL
Retribution £25.99
Robinsons Requiem* £30.99
Sabre Team* £10.99
Saga of the Aces* £30.99
Sam & Max £28.99
Sensible Soccer Intl Edition £13.99
Shadow of the Comet £27.99
Shadowcaster* £28.99
Siege £10.99
Sim City £36.99
Simon the Sorcerer* £30.99
Simon the Sorcerer 2* £30.99
Softkey Clipmaster Pro £39.99
Softkey Home Designer £39.99
Space Hulk* £34.99
Space Quest 1 ..... £10.99
Space Quest Series 1 to 5 ..... £29.99
Star Control Compendium* £13.99
Star Crusader £30.99
Star Legions* £11.99
Star Trek £32.99
Star Trek Next Generation* ..... CALL
Starlord £34.99
Strike Commander £32.99
Subwar V2 & Scenario Disk* £30.99
Summer/Winter Challenge £19.99
Super All Stars Collection (Codemasters)* ..... CALL
Super Street Fighter 2* £22.99
Syndicate Plus American Revolt £37.99
Tactical Manager, England or Italy or Scotland £24.99
Tegals Mercenaries* £11.99
Terrorist Assault* ..... CALL
TFX £32.99
Theme Park* £30.99
Thomas the Tank Engine Coll £19.99
Tornado & Twin Pack* £34.99
Total Carnage £34.99
Tower Assault £24.99
UFO £32.99
Ultimate Body Blows* £24.99
Under a Killing Moon* £39.99
Walls of Rome £14.99
War Caft £25.99
Wing Commander Armada £29.99
WingCommander 3* £45.99
Winter/Summer Olympics* ..... CALL
Wolf £25.99
Wolfsbane* £17.99
Wolfpack £20.99
World Cup USA 94* £25.99
World of Legends £14.99
Wrath of the Gods £30.99
Zephyr £25.99
Zoo £29.99
Zool/Lotus/Mansell Compilation* £20.99
Zool 2* £24.99

PC EDUTAINMENT

ADI English 11-12-13-14-15 yrs £17.99
ADI French 11-12-13-14-15 yrs £17.99
ADI Maths 11-12-13-14-15 yrs £17.99
Fun School 4 under 5yrs £16.99
Fun School 4 5-7 yrs £16.99
Fun School 4 7-11 yrs £16.99
Mario on Typing £19.99
Noddy's Big Adventure £19.99
Noddy's Playtime £19.99
Paint and Create £18.99
Putt Putt Fun Pack £21.99
Putt Putt Goes to the Moon £24.99
Scooters Magic Castle £25.99

Tel: 0268 725500
Fax: 0268 590076

Telephone Orders:

10am-7pm Mon - Fri, 10am-4pm Sat - Sun. Answering Service at all other times

Callers by appointment only. All prices include VAT & Postage for UK Mainland. Add £2.00 to postage price for Europe and £3.00 for rest of the world. Next day service available £3.70. Please send Cheques/PO's payable to:

SOFTWARE FIRST, 8 BUCKWINS SQUARE, BASILDON, ESSEX SS13 1BJ.

Please allow sufficient time for cheque clearance. Credit cards are not charged until day of despatch.
Please state make and model of computer when ordering.

If you can't see what you want please call, new stock arrives daily.

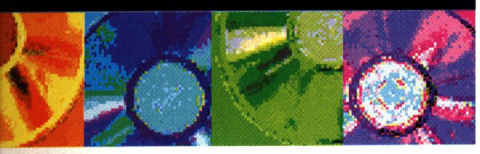
Some titles may not be released at time of going to press. We supply only official UK product. Formats supported include Amiga, PC, ST, Master System, Megadrive and Game Gear. All prices subject to change without notice.
All items subject to availability. E&OE.

Name _____
Address _____
_____
Postcode _____ Telephone _____
ITEM _____ PRICE _____
ITEM _____ PRICE _____
ITEM _____ PRICE _____
POSTAGE _____
TOTAL _____

I enclose a cheque/PO made payable to Software First or please debit my Access/Visa:

Expiry Date: _____ **PCZ JAN**

Signature _____



So is it a Hitchcock inspired interactive thriller or just a bit of expensive soft porn? John Davison rifles through the bras, stockings and suspenders in a desperate search for some gameplay.

Voyeur

UNTIL NOW, it has only been CD-i owners who have been lucky enough to be able to get their hands on *Voyeur*. Veiled in hype and controversy it's one of those games that's a bit like that girl you weren't allowed to hang around with when you were at school... You know the one, everyone thought she was a bit of a slag and slept around a lot, but it wasn't until you met her later, after you'd left college, that you realised she was still a virgin until she was 23. *Voyeur*'s reputation is just like this girl – let's for the sake of this review call her... erm, "Susy-Sue" – it has a reputation for being dead sexy and raunchy, but to be honest, it's not until you've bought it and taken it home that you realise it's harmless.

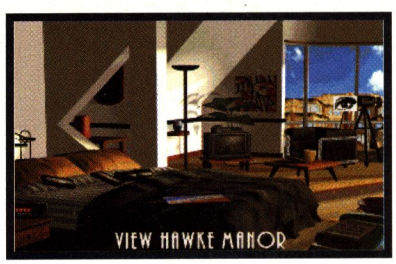
So what's it about?

Basically the whole thing revolves around the fact that you have been given the task of digging up some dirt on top politician type, Reed Hawke. He's running for the presidency of the US soon, but the "powers that be" are convinced he's been a bad boy. All you have to do is prove it.

Having set up in an apartment opposite the Hawke mansion, you spend the weekend videoing the goings on as Hawke gathers his family around him for a few days. The basic interface is nothing stunning... your view is from the viewfinder of the video camera and you scan around the building looking for bits of hot gossip to lay down onto tape. If there is some action or something worthy of making note of, you are informed by use of a simple icon system. An ear appears if you can listen in to a conversation; an eye for a bit of action footage (which makes use of some reasonable FMV over a hand-drawn backdrop); or a magnifying glass for when there are any interesting bits of evidence lying around in a room.

Each day is divided up into significant time slots and within each limited slot you have to make sure you find any important info. Basically everything in the house happens in "real-time" and this means that when you listen in, or take a peek at a certain set of goings on, you're not always going to get the whole conversation – which adds a certain sense of realism. I suppose.

Once you've got all the dirt on tape, you get to send it to the police and get the old duffer banged up for being a murdering perv. Unfortunately, though, if you've missed any conclusive evidence you'll get yourself into all sorts of trouble and end up getting shot by Hawke's minions.



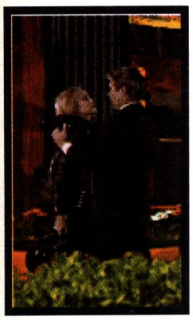
(Left) This is your apartment... the place where you co-ordinate your sordid little operation from.

The pervy bits

Just in case you were considering buying this just for the rude bits, I'll quickly run through them now. The game starts with a girl taking her kit off and parading around in her undies. Gosh. Later on you get to see someone having her thigh licked (she's in her undies... sussies, the lot, of course) by a guy pretending to be a dog. Later you get a cute blonde "chick" prancing around in a bikini and nearly having her breast stroked. Finally, there's the much hyped "piece de resistance" where two blonde "chicks" take part in what many describe as being the lesbian scene. To be honest, this is nothing but hype. The lesbian bit involves one girl saying "you have the perfect body for this dress," and then they ever-so-nearly snog... but don't. So there you go, I've ruined it for you now.

On the whole *Voyeur* is a wonderfully presented game with smart graphics and some great music, but to be honest, it's downright boring. I managed to get all the dirt necessary to nobble Hawke on my first go and the whole thing only took half an hour to do. Apparently there are four different possible endings to the game, but the whole thing is so uninspiring I really don't have the urge to play it again.









(Left) And here it is, the bit where the bloke is pretending to be a dog and licking the girl's thigh.
(Far left) Nice undies luv.



Of course I'd love to give *Voyeur* 69... but sadly it's just not worth it.

Minimum Memory: 4Mb
Minimum Processor: 386
Hard Disk Space Required: 200 bytes
Graphics Modes Supported: VGA
Sound Cards Supported: All major sound cards
Controls: Mouse
Price: £39.99 **Release Date:** Out now
Publisher: Interplay **Tel:** 0235 821666

Micro Max — On the pulse of Micro-tainment

For the CD-Rom Drive

11th Hour	TBA
Aces of the Deep	£28.99
Alone in the Dark 3	TBA
Armoured Fist	£28.99
Bioforge	TBA
Bloodnet	£25.99
Chaos Control	TBA
Commander Blood	£27.99
Creature Shock	£33.99
Cyberia	£31.49
Cyclemania	£24.99
Dark Forces	TBA
Dark Sun	£31.49
Descent	TBA
Dominus	TBA
DOOM 2	£34.99
DreamWeb	£28.49
Dungeon Master 2	TBA
Ecstatica	£30.99
Falcon Gold	£27.99
Fortress of Dr Radiaki	TBA
Full Throttle	TBA
Hell	£28.99
Harvester	TBA
Inferno	£33.99
Klik and Play	£28.99
Kyrandia 3	£24.99
Last Dynasty	TBA
Little Big Adventure	£30.99
Lost Eden	TBA
Magic Carpet	£33.99
Myst	£36.49
Nascar Racing	£27.99
Outpost	£31.49
PGA Tour 486	£33.99
Quarentine	£24.99
Rebel Assault	£31.49
Retribution	£25.99
Rise of the Robots	£31.49
Star Trek Tech. Man.	£31.49
StoneKeep	TBA
The Dig	TBA
US Navy Fighters	£32.75
Voyeur	£25.99
Wing Commander	£36.99
World of Lemmings	£27.99

For the Hard Disk Drive

Aces Of the Deep	£25.99
Armoured Fist	£25.99
Colonization	£32.75
Dawn Patrol	£27.99
Descent	TBA
DOOM 2	£31.99
Dominus	TBA
Dream Web	£26.49
Dungeon Master 2	TBA
Ecstatica	TBA
FIFA Inter. Soccer	£25.99
Flight Sim 5	£28.99
Fortress of Dr Radiaki	TBA
Front Page Baseball	TBA
KA-50 Hokum	£24.99
Klik and Play	£25.99
Micro Machines	£19.99
Nascar Racing	£25.99
Outpost	£25.99
Overlord	£27.99
Quarentine	£24.99
Rise of the Robots (vga)	£26.99
Rise of the Robots (svga)	£28.99
Spectrre VR	TBA
Theme Park	£28.99
TIE Fighter	£31.99
TFX	£28.99
Transport Tycoon	£27.99
World of Lemmings	£27.99

All prices include VAT

Please add £1.95 First Class Postage and Packaging

Same day despatch before 4.30pm

All Prices subject to change

Hours of Business
Mon-Sun: 7am-11pm

Answerphone at all other times.

Send Cheques (payable to MicroMax) to: Micro Max, 8 Yorick Road, West Mersea, Essex CD5 3HT.

Please allow up to 7 days for clearance.

VISA Access

CREDIT CARD HOTLINE: (01206) 385830

Premier Mail Order

Please Send Cheques/POs Made Out To Premier Mail Order or Access/Visa/(Switch + Issue No) & Expiry Date to:

Dept: PCZ02, 9-10 THE CAPRICORN CENTRE, CRANES FARM ROAD, BASILDON, ESSEX SS14 3JJ.

Telephone orders: 01268-271172 Fax your order on:01268-271173 Mon-Fri 9am-7pm Sat & Sun 10am-4pm. We are open 364 days a year

P&P and VAT included for all UK orders. Please add per item £2 P&P for Europe and £3.50 for the rest of the world. Next day service available UK only @ £4.00 per item.

Please note: Some titles may not be released at the time of going to press. Most titles are despatched same day, but can take up to 28 days. E&OE

11th Hour	3.5"CDROM...29.99
19 Hour-7th Guest 2	CDROM...39.99
2 Pacific Air War	27.99
3 Air Combat Kit	14.99
A320 Airbus Europa	22.99
A320 Airbus USA	27.99
Across Over Europe	27.99
Aces Of The Deep	3.5"CDROM...27.99
Across The Rhine	27.99
AD&D Action Trilogy	17.99
AD&D Dragonlance Trilogy	19.99
AD&D Forgotten Realms Trilogy	19.99
AD&D TRIPLE TRILOGY	**CDROM 29.99**
Addiction	3.5"CDROM...22.99
Adventures of Nikko	16.99
Age Guardian Of The Fleet	CDROM...32.99
Air bucks 1,2	12.99
Aiden - Genies Curse	22.99
Aiden - Genies Curse	CDROM...26.99
Aiden	22.99
Alien Breed	19.99
Alien Legacy	26.99
Alien Olympics	17.99
Alone In The Dark 2	3.5"CDROM...27.99
Another World	12.99
Arcade Pool	3.5"CDROM...12.99
Archer Macleans Pool	9.99
Armored Fist	25.99
Armored Fist	CDROM...27.99
Assault	27.99
ATP-East & West USA	CDROM...56.99
ATP Great Britain or California Scenery	24.99
ATP Ger W USA Scenery	29.99
ATP Hawaii or Japan or Western Europe	16.99
ATP New Facilities Locator	12.99
ATP Chicago,St Louis/Cincinnati	13.99
ATP Detroit/Lake Huron	13.99
ATP New York/Montreal/Halifax	13.99
Award Winners Platinum (Compilation)	22.99
Battle Bugs	CDROM...26.99
Battle Bugs	CDROM...26.99
Battlestorme - Metal Tech	26.99
Battle Isle 2	26.99
Battle Isle 2	CDROM...27.99
Battle Isle 2 - Titans Legacy	CDROM...17.99
Battle of Britain - Their Finest Hour	14.99
Beneath A Steel Sky	22.99
Beneath A Steel Sky	CDROM...32.99
Betrayal At Krondor	CDROM...26.99
Bioforge	16.99
Bioforge	29.99
Blodnet	3.5"CDROM...27.99
Bloodstone	CDROM...12.99
Body Count	19.99
Breach 2	19.99
Bridge Olympiad	27.99
Burning Rubber	19.99
Buzzsome	19.99
Buzz Aldrins Race Into Space	CDROM...29.99
Caesar Deluxe	12.99
Campaign	CDROM...26.99
Campaign 2	24.99
Canon Fodder	27.99
Canon Fodder	CDROM...22.99
CANNON FODDER 2	**22.99**
Capitol Hill	CDROM...26.99
Capital Punishment	26.99
Car & Driver	12.99
Castles 2 - Siege & Conquest	CDROM...26.99
Celebrity Poker	3.5"CDROM...26.99
Central Intelligence	CDROM...26.99
Chaos	CDROM...26.99
Chemp Manager End of Season	11.99
Chemp Manager Italia	19.99
CHAMP MANAGER ITALIA DATA DISK	**...12.99**
Chaos Control	22.99
Chaos Engine	19.99
Chessmaster 4000 (Windows)	22.99
Chessmaster 4000 (Windows)	CDROM...26.99
Civilization DOS or Windows	26.99
Civilization/Railroad Tycoon	CDROM...19.99
Clash of Steel	25.99
CLASSIC COLL - ACCESS	**..3.5"CDROM..16.99**
CLASSIC COLLECTION - DELPHINE	**.....19.99**
CLASSIC COLLECTION - LUCAS ARTS	**.....19.99**
CLASSIC COLL - VELOCITY	**...3.5"CDROM..16.99**
Club Football - The Manager	22.99
Colonel 2	22.99
Colonels Bequest	3.5"CDROM...12.99
COLONISATION	**.....3.5"CDROM..29.99**
Combat Air Patrol	26.99
Combat Classics 2	22.99
Combat Classics 3	3.5"CDROM...29.99
Commanche Maximum Overkill	CDROM...26.99
Commanche Superpack	22.99
Command Adventures Starship	19.99
Conquered Kingdoms	27.99
Conspiracy Overkill	CDROM...32.99
Corridor	13.99
Creature Shock	CDROM...31.99
Cruise For A Corpse	3.5"CDROM...12.99
Cyber Judas	CDROM...26.99
Cybrace	27.99
Cyberia	CDROM...32.99
Cyberspace	3.5"CDROM...26.99
Cyclemania	CDROM...26.99
Cyberworlds	3.5"CDROM...22.99
D-Generation (Windows)	12.99
Day Of The Tentacle	26.99
Day Of The Tentacle	CDROM...26.99
DAY OF THE TENT/INDY ATLANTIS	**....CDROM..27.99**
DAY OF THE TENT/INDY/SAM & MAX	**..34.99**
D-Day Beginning Of The End	26.99
D-Generation	3.5"CDROM...16.99
Daemonsgate	25.99
Dark Sun Wake of Ravager	27.99
Dark Sun Wake of Ravager	CDROM...31.99
Dawn Patrol	3.5"CDROM...27.99
Deathgate	CDROM...26.99
Delta V	3.5"CDROM...22.99
Descent	26.99
Desert Strike	3.5"CDROM...22.99
Detroit	26.99
Discworld	CDROM...27.99
Dominus	3.5"CDROM...27.99
Doom	25.99
Doom Add -Ons	CDROM...19.99
DOOM ADDONS (WOLFDOOM ETC)	**.....8.99**
Doom Companion Edition	CDROM...13.99
Doom Data Disk 1 or 2 or 3 or 4	8.99
Doom Editor Pack	9.99
Doom Utilities	8.99
Doom Utilities + 900	CDROM...17.99
Doom 2	32.99
Doom 2	CDROM...36.99
DOOM 2 CHEATS	**.....4.99**
Dracula Unleashed	CDROM...29.99
Dragonsphere	CDROM...27.99
Dreamweb	3.5"CDROM...26.99
DUNE 1 OR 2	**.....12.99**
Dune/Robocop 3	CDROM...13.99
Dungeon Master 2	3.5"CDROM...26.99
Ecstatica	CDROM...27.99
Elder scrolls	3.5"CDROM...27.99
Elite 2	26.99
Elite 2	CDROM...28.99
Empire Deluxe	27.99
Empire Soccer 94	22.99
ENCARTA 1995	**.....CDROM 69.99**
Even More Incredible Machines	CDROM...26.99
Evil in Chaybore	13.99
Evolution; Lost in Time	13.99
Excellent Games (Compilation)	26.99
Eye of the Beholder 1	CDROM...12.99
Eye of the Beholder 1 or 2 or 3	12.99
F117A Stealthfighter	3.5"CDROM...12.99
F14 Fleet Defender	3.5"CDROM...27.99
F14 FLEET DEFENDER DATA DISK	**...13.99**
F15 Strike Eagle 2	12.99
F16 Combat Pilot	13.99
F19 Stealthfighter	3.5"CDROM...12.99
Fables & Fiends 3	CDROM...27.99
Falcon Gold	CDROM...27.99
Fields Of Glory	CDROM...27.99
FIFA International Socce	3.5"CDROM...26.99
Fighter Wing	3.5"CDROM...29.99
FIRST ENCOUNTERS/ELITE 3	**3.5"CDROM..26.99**
Fist	CDROM...16.99
Flight Simulator 5	29.99
FLIGHT SIM 5 - CARIBEAN SCENERY	**.....15.99**
Flight Sim 5 - Grand Canyon Scenery	12.99
FLIGHT SIM 5 - ISLAND HOPPING	**.....13.99**
Flight Sim 5 - Japan Scenery	15.99
Flight Sim 5 - New York or Paris	13.99
Flight Sim 5 - Tahiti or Hawaii	12.99
Flight Sim 5 - West USA Scenery	29.99
Flight Sim 5 - Washington or Italy	26.99
Flight Sim Toolkit Deluxe	3.5"CDROM...29.99
Flight Sim Toolkit WW2 & Midway	12.99
Flite Lite	16.99
Flite Lite Plus	24.99
Formula 1 Grand Prix 1	3.5"CDROM...12.99
Formula 1 Grand Prix 2	27.99
Fortress of Dr Radiaki	3.5"CDROM...26.99
Freddy Pharka's	CDROM...26.99
Front Lines	3.5"CDROM...22.99
Front Page Sports Baseball	26.99
Front Page Sports Football 3.3	5"CDROM...26.99
Gabriel Knight	26.99
Gabriel Knight	CDROM...27.99
Ghosts	CDROM...29.99
Golf (Domark)	CDROM...26.99
Graham Gooch Cricket	3.5"CDROM...22.99
Grandest Fleet	27.99
Great Naval Battles 1	12.99
Great Naval Battles 2	3.5"CDROM...26.99
Gunship 2000	3.5"CDROM...12.99
Hammer of the Gods	CDROM...26.99
Hannibal	19.99
Hardball 3	10.99
Harpoon 2	3.5"CDROM...12.99
Harpoon Classics	3.5"CDROM...19.99
Heimdall 2	3.5"CDROM...26.99
Hell	CDROM...27.99
Hexx - Wizard	26.99
Hired Guns	27.99
History Line	26.99
History Line	CDROM...27.99
Hokum KA-50	26.99
Hoyles Book of Games 1 or 2 or 310	99
Incredible Machine 2	26.99
Incredible Toons	3.5"CDROM...22.99
Indy Car Racing	19.99
Indy Car Track Pack	12.99
Indy Fate Of Atlantis Adv	16.99
Indy Fate Of Atlantis Adv	CDROM...26.99
Inferno	27.99
Inferno	CDROM...31.99
Inherit The Earth	26.99
International Manager World Cup Edition	19.99
Iron Assault	3.5"CDROM...22.99
Iron Cross	CDROM...27.99
Iron Forces	CDROM...26.99
Ishar 3	26.99
Isle of the Dead	3.5"CDROM...12.99
JAZZ JACK RABBIT	**.....22.99**
Jets	CDROM...33.99
Jetstrike	3.5"CDROM...22.99
Jimmy Connor's Great Courts 2	8.99
Jimmy White's Whirlwind Snooker	12.99
Jack Nicklaus Unlimited	3.5"CDROM...12.99
Journeyman Project Turbo	CDROM...29.99
Jungle Strike	3.5"CDROM...22.99
Keys of Maramon	CDROM...26.99
Kingdom	CDROM...26.99
Kings Quest 1 or 2 or 3 or 4	12.99
Kings Quest 1	CDROM...12.99
Kings Quest 1 - 6 Anthology	CDROM...29.99
Kings Quest 6	3.5"CDROM...29.99
Kilk and Play	3.5"CDROM...26.99
Knights of the Sky	12.99
Laser Squad (Enhanced)	CDROM...12.99
Legions	CDROM...26.99
Leisure Suit Larry 1	CDROM...12.99
Leisure Suit Larry 1 or 2 or 3	12.99
Leisure Suit Larry 1 - 5 Coll	CDROM...29.99
Leisure Suit Larry 6	CDROM...27.99
Lemmings 1 & 2	CDROM...19.99
Lemmings 3	3.5"CDROM...22.99
Lemmings 3	CDROM...26.99
Liberation - Captive 2	22.99
Links 386 Pro	3.5"CDROM...29.99
Links Bariff Springs or Belfry or Big Horn	16.99
Links Castle Pines or Firestone	16.99
Links Innisbrook or Mauna Kea	16.99
Links Island Hopping	13.99
Links Pebble Beach	16.99
LINKS PRAIRIE DUNES	**.....16.99**
Links - The Challenge	3.5"CDROM...12.99
Links - Solid Gold + 7 Courses	CDROM...19.99
LionKing	CDROM...26.99
LITTLE BIG ADVENTURE	**.....CDROM ..34.99**
Live Action Football	CDROM...26.99
Loderunner (Windows)	22.99
Loderunner	CDROM...26.99
Lords Of Midnight	3.5"CDROM...22.99
Lords Of Power (Compilation)	26.99
Lords Of The Realm	3.5"CDROM...26.99
Lost Eden	CDROM...31.99
Lotus the Challenge	22.99
M1 Tank Platoon	12.99
Magic Candle 2	11.99
MAGIC CARPET	**.....CDROM ..34.99**
Manchester Utd Prem Lge Champs	22.99
Manhunter "New York"	12.99
Maniac Sports	CDROM...26.99
Man. Utd Prem League Champs	CDROM 19.99
MASTER OF MAGIC	**.....3.5"CDROM ..27.99**
Mechwarrior 2	26.99
Megarace	CDROM...26.99
Menzoberranzan	3.5"CDROM...27.99
Mortal Kombat	26.99
Metal Tech - Earth Siege	CDROM...29.99
Microsoft Cinemania '95	CDROM...39.99
Microsoft Fine Artist	CDROM...44.99
Microsoft Golf v2.0	29.99
Microsoft Haunted House	CDROM...34.99
Micro Machines	19.99
Midwinter	12.99
Monopoly	22.99
Mortal Kombat	22.99
Myst	CDROM...34.99
NASCAR	**.....3.5"CDROM ..26.99**
Navy Strike	CDROM...29.99
NHL Hockey '95	3.5"CDROM...27.99
Nick Faldo's Golf (Enhanced)	CDROM...26.99
Nicky 2	26.99
Noctropolis	CDROM...32.99
Novastorm	CDROM...27.99
Nobunaga Warlock	CDROM...29.99
On the Ball W Cup or League Edition	22.99
On the Ball W Cup or League	CDROM...26.99
Outlaws	3.5"CDROM...27.99
Outpost	CDROM...31.99
Overdrive	13.99
Overlord	CDROM...26.99
Pacific Strike	29.99
Pacific Strike Speech Accessory	13.99
Patriot	CDROM...29.99
PGA Tour Golf 486	CDROM...34.99
Pinball Dreams	22.99
Pinball Dreams 2 Data Disk	13.99
Pinball Dreams Deluxe	CDROM...25.99
Pinball Fantasies	24.99
Pinball Magic	27.99
Pizza Tycoon	3.5"CDROM...27.99
Planet Football	3.5"CDROM...26.99
Police Quest 1 or 2 or 3	12.99
Police Quest 1	CDROM...12.99
Police Quest 4	CDROM...27.99
Populous & Promised Lands	10.99
Populous 2	12.99
Powerdrive	3.5"CDROM...19.99
Powergame 2	24.99
Powermonger	11.99
Powerslide	CDROM...26.99
Power Tactics	CDROM...32.99
Prince Interactive	CDROM...36.99
Project X	13.99
Psycho Pinball	22.99
Quarantine	3.5"CDROM...26.99
QEMM GAMERUNNER	**.....39.99**
Quest for Glory 4	CDROM...27.99
Radioactive	CDROM...27.99
Rags To Riches	26.99
Railroad Tycoon	3.5"CDROM...12.99
Railroad Tycoon Deluxe	26.99
Rally - Network Q RAC	22.99
RAPTOR	**.....3.5"CDROM ..22.99**
Ravenloft	3.5"CDROM...27.99
Reach For The Skies	26.99
Rebel Assault	CDROM...27.99
Red Shift	CDROM...44.99
RETRIBUTION	**.....3.5"CDROM ..26.99**
Return To Ringworld	3.5"CDROM...29.99
Rings Of Medusa Gold	19.99
Rise Of The Robots (SVGA)	27.99
Rise Of TheRobots	CDROM...27.99
RISE OF THE TRIADS	**.....3.5"CDROM ..27.99**
Robinsons Requiem	3.5"CDROM...26.99
Rugby League Manager	16.99
Rulers of Engagement 2	27.99
Ryder Cup	19.99
Sabre Team	3.5"CDROM...19.99
Sam & Max Hit The Road	16.99
Sam & Max Hit The Road	CDROM...26.99
Scrabble	CDROM...29.99
Secret Of Monkey Island 1	CDROM...12.99
SECRET OF MONKEY ISLAND 1 OR 2	**....12.99**
Secret Weapons Of Luftwaffe	3.5"CDROM...12.99
Saga Of Aces (Compilation)	CDROM...29.99
Sensible Soccer	14.99
Sensible Soccer Int	3.5"CDROM...13.99
Sensible World of Soccer	19.99
Settlers	26.99
Shadow of the Comet	CDROM...26.99
Silent Service 2	3.5"CDROM ...12.99
Silverball	19.99
Sim City	CDROM...26.99
Sim City 2000 (DOS Or Windows)	26.99
Sim City 2000 Scenarios - Vol 1	12.99
Sim City Deluxe	22.99
Sim City/Lemmings	19.99
Sim City/Populous	19.99
Sim Classics Compilation (City, Life & Ant)	27.99
Simon the Sorceror 2	26.99
Simon the Sorceror 2	CDROM...27.99
Simon The Sorceror	3.5"CDROM...32.99
Soccer Kid	3.5"CDROM...19.99
Software Manager	19.99
Soup Trek (The Search For Stock)	19.99
Space Ace	CDROM...26.99
Space Federation	26.99
Space Hulk	CDROM...32.99
Space Quest 1 or 2 or 3	12.99
Space Quest 1	CDROM...12.99
Space Quest Quad Pack	28.99
Space Quest 1 - 5 Anthology	CDROM...29.99
Space Simulator	29.99
Speedball 2	CDROM...29.99
Speedball 2	8.99
Speed Racer	26.99
Spellcross	3.5"CDROM...27.99
SSN-21 Sea Wolf	29.99
SSN-21 Sea Wolf	CDROM...32.99
Star Control Compendium	CDROM...13.99
Star Crusader	3.5"CDROM...27.99
Star Reach	26.99
Star Trek Realms of Arkania 2	3.5"CDROM...27.99
Star Trek 2 Judgement Rites	26.99
Star Trek 25th Aniversary	24.99
Star Trek 25th Aniversary	CDROM...27.99
Star Trek The Next Generation	CDROM...31.99
Star Trek Star Fleet Academy	29.99
Starfighter 2	27.99
Streetfighter 2	12.99
Strike Commander	26.99
Strike Commander	CDROM...26.99
Stone Keep	CDROM...32.99
Subwar 2050	27.99
Subwar 2050 & Scenery	CDROM...27.99
Superfrog	13.99
Superstreetfighter 2	20.99
Superhero League of Hoboken	3.5"CDROM...26.99
Syndicate	26.99
Syndicate Data Disk	13.99
Syndicate Plus	CDROM...32.99
System Shock	27.99
System Shock (Enhanced)	CDROM 32.99
S.U.B.	17.99
Tactical Man English,Scottish or Italian	22.99
Tactical Manager	CDROM...26.99
TACTICAL MANAGER 94/95 DATA DISK	**..12.99**
Tank Commander	CDROM...26.99
Tarzan	16.99
Test Pilot	CDROM...26.99
TFX	27.99
TFX	CDROM...29.99
The Blue And The Gray	3.5"CDROM...26.99
Theme Park	3.5"CDROM...27.99
The Crystal Maze	26.99
The Horde	CDROM...27.99
THE JOYS OF SEX	**.....CDROM 26.99**
The Psychotron	CDROM...32.99
Tie Fighter	29.99
TIE FIGHTER - DEFENDER OF THE EMPIRE	**..13.99**
Tom Landry Strategy Football	19.99
Tornado & Falcon 3.0	3.5"CDROM...29.99
Tower Assault	19.99
Tower Assault	CDROM...22.99
Track Suit Manager	16.99
Trans Express	3.5"CDROM...22.99
TRANSPORT TYCOON	**....3.5"CDROM ..27.99**
Traps 'N' Treasures	19.99
Trance Mission	CDROM...16.99
UFO Enemy Unknown	3.5"CDROM...27.99
US NAVY FIGHTERS	**.....CDROM ..34.99**
Ultima Underworld	12.99
Ultima 7 Complete	CDROM...32.99
Ultima 7 (The Black Gate)	12.99
Ultima 8 (Pagan)	29.99
Ultima 8 (Lost Vale)	14.99
Ultima 8 (Speech Accessory Pack)	13.99
Ultima 8 + Speech	CDROM...34.99
ULTIMATE BODY BLOWS	**3.5"CDROM 19.99**
Ultimate Football	CDROM...27.99
Under A Killing Moon	CDROM...39.99
Universe	3.5"CDROM...26.99
Unnecessary Roughness	3.5"CDROM...26.99
Veil Of Darkness	24.99
Virtual Worlds	CDROM...26.99
Voyeur	22.99
Vital Light (Windows)	19.99
Voyages of Discovery	19.99
Voyeur	CDROM...27.99
Warcraft Orcs & Humans	3.5"CDROM...26.99
WEMBLEY RUGBY LEAGUE	**.....19.99**
Wild Blue Yonder	CDROM...31.99
Wing Armada	27.99
Wing Armada	CDROM...32.99
Wing Commander Academy	22.99
Wing Commander 1	11.99
Wing Commander 2 & Speech Pack	26.99
Wing Commander 3	CDROM...35.99
Wings Of Glory	29.99
Wings Of Glory (Enhanced)	CDROM...32.99
Wizardry 5,6 & 7 Compilation	22.99
Wolfenstein 3D	13.99
Wolf Pack	19.99
Wolf Pack	CDROM...22.99
World Cup Golf	CDROM...27.99
World Cup Year '94	3.5"CDROM...22.99
World Soccer Interactive Review	CDROM...29.99
World Tennis	CDROM...29.99
Worlds of Legend	CDROM...14.99
X-Wing	27.99
X-Wing - B-Wing Mission Disk	13.99
X-Wing - Imperial Pursuit	13.99
X-WING - COLLECTION	**...3.5"CDROM ..29.99**
Zephyr	3.5"CDROM...26.99
Zeppelin	3.5"CDROM...27.99
Zig Zag	CDROM...26.99
Zool 2	CDROM...22.99
Zool 2	19.99
Zonked	CDROM...19.99
Zorro	3.5"CDROM...26.99

SPECIAL OFFERS

7th Guest (OEM)	CDROM...16.99
Alone In The Dark & Jack In Dark	CDROM...16.99
Batman Returns	9.99
Betrayal at Krondor (OEM)	CDROM...18.99
Board Genius	16.99
Championship Manager '93	16.99
Chessmaster 3000	3.5"CDROM...14.99
David Ledbetters Golf	9.99
Day Of The Tentacle (OEM)	CDROM...19.99
Dogfight	3.5"CDROM...12.99
Dune (OEM)	CDROM...15.99
Eight Ball Deluxe Pinball	CDROM...16.99
F15 Strike Eagle 3	3.5"CDROM...12.99
Freddy Pharkas Frontier Pharmacist	16.99
Gabriel Knight (OEM)	CDROM...17.99
J Nicklaus Courses St Andrews etc	7.99
J Nicklaus Courses Royal Birkdale etc	7.99
J Nicklaus Courses Pebble Beach etc	7.99
Jutland (OEM)	CDROM...16.99
Kick Off 3	3.5"CDROM...9.99
Kings Quest 6 (OEM)	CDROM...14.99
Leisure Suit Larry 6 (OEM)	CDROM...18.99
Lemmings 2 - The Tribes	16.99
Lost in Time (Parts 1 & 2)	16.99
Mad Dog McCree (OEM)	CDROM...16.99
Mad Dog McCree 2 (OEM)	CDROM...17.99
Outpost (OEM)	CDROM...21.99
Pirates Gold	16.99
Premier Manager 2	7.99
Rebel Assault (OEM)	CDROM...22.99
Red Baron Data Disk	9.99
Return Of The Phantom	16.99
Shadowworlds	9.99
Subwar 2050 (OEM)	CDROM...17.99
Syndicate Plus (OEM)	CDROM...22.99
UFO (OEM)	CDROM...22.99
Ultima 8 - Pagan (OEM)	CDROM...22.99
TFX (OEM)	CDROM...19.99
The Shadow Of Yserbius	9.99
Tornado + Desert Storm	3.5"CDROM.... 9.99
Wing Commander (OEM)	5.99
World Class Rugby (Five Nations)	9.99
Vikings	9.99
Zool	9.99

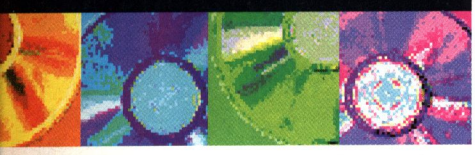
JOYSTICKS & ACCESSORIES

2M Parallel Printer Cable	2.99
3M Parallel Printer Cable	4.99
10M Parallel Printer Cable	6.99
3 Button Serial Mouse	9.99
CH FLIGHTSTICK	**.....29.99**
CH FLIGHTSTICK PRO	**.....59.99**
Disk Box (10 Capacity)	1.99
Disk Box (40 Capacity)	4.99
Disk Box (50 Capacity)	5.99
Disk Box (80 Capacity)	6.99
Disk Box (100 Capacity)	7.99
Freewheel Analog Steering Wheel	27.99
Gravis Analog Joystick	29.99
GRAVIS ANALOG PRO JOYSTICK	**.....39.99**
Gravis Dual Eliminator PC Gameport	24.99
Gravis PC Gamepad	19.99
Joystick/Mouse Extension Cable	4.99
Keyboard	17.99
Keyboard Extension Cable	4.99
Logic 3 Tornado-J1251 (Analog)	12.99
Logic 3 Delta-Ray-JT256 (Digital)	12.99
Logic 3 Quatro-JT256 (Digital)	14.99
Mains Extension Lead/Coupler	3.99
Mains Lead Moulded	3.99
Monitor VGA/SVGA Extension Cable	4.99
Mousemat	1.99
MT Speakers 2x5 watt-SBC600	19.99
MT Speakers 2x10 watt-SBC610	33.99
MT Speakers 2x20 watt-SBC620	39.99
MT Speakers 2x35 watt-SBC630	79.99
MT S/woofer Syst 50 watt-SBC65074.99	
MT Speakers 2x 50 watts-SBC660	119.99
Panasonic CR562 Kit	139.99
Panasonic CR562 Pro	149.99
Quickjoy M6 SV202	11.99
Q/joy PC Optix Switchable-Analog/Digital	29.99
Quickjoy PC Rader-SV206 (Analog)	9.99
Quickjoy PC Propad-SV230	10.99
Quickjoy PC Fighter MS-SV201	13.99
Quickjoy PC Connection MS-SV2029	99
Quickjoy PC Topstar-SV227 (Digital)	17.99
Quickjoy PC Commander SV207	16.99
Quickjoy Topstar SV227	19.99
SAITEK MEGAGRIP 3-MX230 (ANALOG)	**..12.99**
Saitek Megagrip 7MX732 (Analog)	13.99
Saitek Megagrip 8-MX734	14.99
Saitek Megastick 3-MX130 (Digital)	8.99
Screenbeat 3 Speakers-SB203	12.99
Screenbeat Mains Adaptor	7.99
SS-50 Speakers (8 Watt RMS Built In)	34.99
SOUNDBLASTER 16 VALUE SB-2770	**....89.99**
Suncom Command Control Pad	13.99
Suncom Dual Joystick Adaptor	6.99
SUNCOM FX2000 (ANALOG)	**.....19.99**
Suncom Flightmax (Analog)	27.99
Suncom GForce Yoke	49.99
Suncom Gamepoint 2000 Dual Port Card	16.99

EDUCATIONAL

ADI GCSE Maths, English or French	22.99
ADI English (11-12), (12-13), (13-14)	17.99
ADI French (11-12), (12-13), (13-14)	17.99
ADI Maths (11-12), (12-13), (13-14)	17.99
ADI Reading (4-5) or (6-7)	17.99
Beauty And The Beast (OEM)	CDROM...14.99
Berlitz Think & Talk French	99.99
Berlitz Think & Talk German	99.99
Berlitz Think & Talk Italian	99.99
Berlitz Think & Talk Spanish	99.99
Better Maths (12-16 Years)	13.99
Better Spelling (4-11 Years)	13.99
Biology (12-16 Years)	13.99
Cave Maze (8-13 Years)	10.99
Chemistry (12-16 Years)	13.99
Comptons Encycl (OEM)	CDROM...22.99
Encyclopaedia Of Science	CDROM...69.99
Flying Fingers	22.99
Fraction Goblins (8-13 Years)	10.99
Fun School 2 (-6) or (6-8) or (8+)	8.99
Fun School 3 (-5) or (5-7) or (7+)	13.99
Fun School 4 (-5) or (5-7) or (7+)	16.99
FUN SCHOOL 5 - DREAMLAND (4-7)	**....19.99**
FUN SCHOOL 5 - SPACE (6-7)	**.....19.99**
FUN SCHOOL 5 - TIME (8-11)	**.....19.99**
Groliers Encyclopaedia (OEM)	CDROM...22.99
Incredible Crocs-Sections-Stowaway	CDROM...34.99
Junior Typist	13.99
Macmillan's Dict for Children	CDROM...15.99
Magic Maths (4-8 Years)	13.99
Maths Dragons (5-12 Years)	10.99
Maths Mania (8-12 Years)	13.99
Mickey's 123's (2-5 Years)	13.99

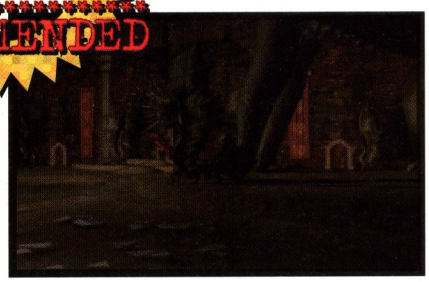
Dragon Lore



Dragon

PC ZONE RECOMMENDED







Continuing his "We Like The French" theme, Paul Presley readies his Superlatives For Beginners handbook and turns to the pre-rendered graphics chapter.

EVER SINCE THE *Rebel Assault* affair, I've been wary of CD-ROM based games. I now fully accept that the *Star Wars* epic is linear in its gameplay and that the action can become repetitive and tiring. I still stand by my comments about it being the most important step towards the future of computer games since the invention of the joystick though, but I won't go into that here. What it has taught me is to be much warier in the way I treat CD-ROM games.

So it is with a sense of trepidation that I approached *Dragon Lore*, especially since it comes on two of the shiny buggers – the theory being that if *Rebel Assault* was linear on just one disc, *Dragon Lore* must be practically rigid on two. Not the soundest of logical equations you might think, especially since it isn't true. What is true is that CD-ROMs are a much better investment for adventures than for action games, and the return on this investment looks like being bigger than the Lottery jackpot since *Dragon Lore* is an absolute corker of a game.

"It's the kind of game that could link up with a couple of other good looking games and open a restaurant."

Je do sais pas!

For a start, there's the story. It's a rarity I'll admit, but *Dragon Lore* is among that small band of games known as French Adventures With A Comprehensible Plot. Like the *Alone In The Dark* brethren and the early works of Delphine, *Dragon Lore* has a clever, well written, understandable and, above all, absorbing storyline. And because I'm now about to waste a few paragraphs telling you about it, you might want to skip ahead a section (and don't say I never do anything for you).

In the true manner of all good fantasy tales (and money-spinning authors), *Dragon Lore* is the first part of a dramatic series recounting the tale of Werner von Wallenrod, son of a powerful Dragon Knight. Like King Arthur's round table, the Dragon Knights are a group of 12 warriors that banded together to protect the world's people from a destructive force of evil that was slowly rampaging across the world. Rather than fight their way to freedom, they took the logical (and more sensible) course of running away. Fleeing. Taking flight. Legging it.

This involved the use of an extremely powerful magician who formed a giant valley, surrounded on all sides by impenetrable mountains, into which the people of the world took refuge. Sadly, Werner's father died while protecting the retreating populace and so your adventure begins, attempting to prove your worth as a Dragon Knight and to fight off the now approaching evil. The latter part of this quest isn't actually covered in this game though – Cryo is deciding to keep that section for the sequel. Here and now your only concern is to become a Dragon Knight and honour your father.

Flaws in the diamond

Not only have the folk at Cryo developed a good strong background for the game to work in, they also tell the story of Werner's (i.e. your) quest for power in a very effective and involving manner. The atmosphere is perfectly maintained throughout your journey, with characters behaving as you would expect them to, the puzzles fitting seamlessly in with the unfolding story (while providing a

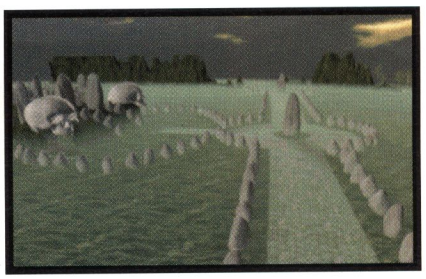




Lore







(Left) The Wiltshire crop circles take on an altogether more sinister turn...

fair amount of challenge). The graphics and sound also pitch in, helping to gel the whole thing into a very professional package.

Not that they're without fault, though. Although the pre-rendered animations do look wonderful and don't, on the whole, become intrusive, there are occasions when the design flaws show. For example, early on in the game I took a stroll from a meadow to a set of monoliths. The cut-away animation showed me walking up to the stones in all my armoured glory, brandishing an ancient walking stick and carrying an ornate shield. The only problem with that was that I hadn't yet found these items and consequently it felt like I was strolling through The Twilight Zone when I did eventually pick them up and put them on.

This kind of thing doesn't happen often, but it does occur with enough regularity to poke holes in an otherwise well maintained atmosphere, jolting you back into the real world as it says to you "Let's not forget you're playing a computer game here".

Another broadside in the hull of integrity is the lack of a decent conversational engine. A problem that is also shared by *Commander Blood*, this seems to suggest that Cryo hasn't yet developed a system that allows the player to truly feel as though he's a part of the other characters' lives. *Dragon Lore* is even more restrictive than *Blood*, in that you don't actually get to say anything at all to the various inhabitants of the valley. Enter a conversation and they just talk at you. It's like living in a world of Frank Carsons, only without the (alleged) humour.

I'm walking, yes indeed I'm walking

Another problem with the game is that you spend an inordinate amount of time walking through empty locations to get anywhere. In order to compromise between being a flick-screen game and a *System Shock*-style smooth-scroller, Cryo has opted for an enhanced *The 7th Guest* affair, implanting each location with a number of "zones" and allowing the player to rotate through 45 degrees in each of them. Each location is linked by a piece of "walking" animation, designed to convey the passage of a large distance, but the problem is that if you're trying to get to a location that's one or more animation away, there's no quick way of travelling which means that you spend way too long going from one zone to the next, looking for the animation trigger (does that make any sense? Well, just trust me, it's a pain).

What *Dragon Lore* needs is an overhead map that updates itself with each new location that you visit. You'd simply call up the map, click on the desired location, and as David Copperfield is loathe to say "Hey presto", you arrive feeling refreshed, enlightened and ready for business.

Flick-screen combat hell

The only *other* problem is that of combat. We're in a fantasy land here folks and as such eventually you'll get into a fight. It happens. All those people brandishing swords, the inherent machismo-based ☞



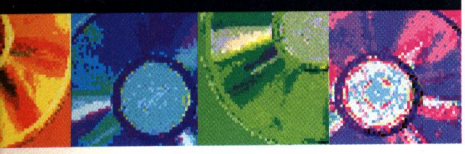


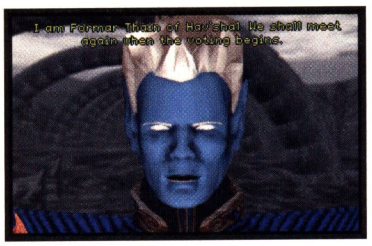


(Above) Let's hope they weren't *those* sort of thoughts or George may want to wash his neck pretty quick.

(Left) Fill your own smutty joke in here.

Dragon Lore



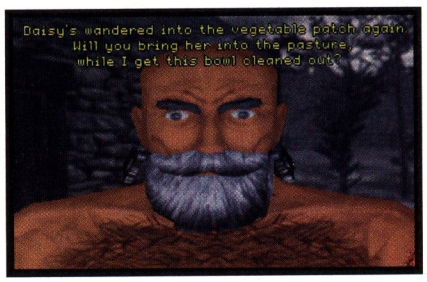


(Right) Yeah, okay, it's a talking dragon. No, I haven't been at the funny fungus again.

(Centre Right) Aunt Daisy was never quite the same after her brush with Alzheimer's.

(Far Right) Feel the cold metal of my hammer of death, you boney varlet. Sorry, my problem...



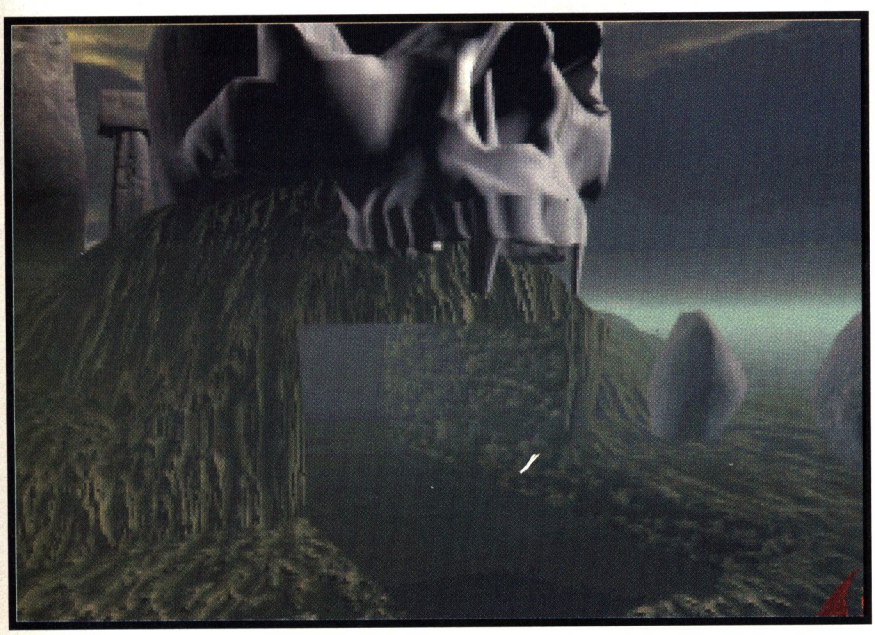




☞ nature of the environment, the overwhelming fear that at any given moment the forces of evil are going to invade. All it takes is someone to accidentally knock over someone else's beer in the local tavern and before you know it you'll find yourself in the middle of World War Three (or One if you want to be historically pedantic about it).

The problem is, this is an adventure game. How do you combine the inherent arcadeness of fantasy combat with the slow-moving nature of an adventure. *Dragon Lore* opts for a pseudo-*Underworld* system, a first-person perspective hack into the screen sort of thing that, to be honest, doesn't really work as well as it could have done. This kind of system only works when you have freedom of movement to combine it with. Because we're playing in a flick-screen world it all becomes irritating before too long and you end up regretting having got into the fight in the first place.

In the company's defence though, Cryo has implemented quite a clever little "morality" feature. It's possible to complete the game by fighting everything and everyone that gets in your way. If you can't figure out the solution to a puzzle that requires negotiating an object away from someone, you could just wade in with your sword and liberate it from their vanquished corpse. However, if you tip the scales too far in the direction of bloodlust, the council of Knights that end up voting you into their ranks will dismiss you and you'll lose the game. Consequently, prove yourself to be too much of a brainiac and they'll do the same, invoking the "No One Likes A Smart Arse" clause. The solution is to achieve a balance between problem solving and sword prowess. Unfortunately this does mean you have to engage in the occasional fight, but it will keep it to a minimum.



(Left) Stuff your brave deeds and heroic destinies. I am not going in there. It's dark.

Sequelitis

Those are the complaints, the rest is all good news. *Dragon Lore* is certainly an attractive game, the kind of game that could link up with a couple of other good looking games and open a restaurant. The animations, while sometimes repetitive, are usually short enough to do the job for which they were intended without outstaying their welcome. The music is superb, being unobtrusive enough to fade into the background and emphasise the events on screen, while being melodious enough so that if you decide to pay attention to it, you're in for a treat.

The sound effects are beyond even the music. Even on a dinky little 8-bit sound card, they ranged from heavy, bassy thuds of feet upon stone to a crisp and clear crunch of walking through grass. Swords clanked against shields with tremendous impact (or so it sounded like) and the digitised speech was, for once, not hammy or overdone. This is atmosphere at its finest.

Some people might complain about the deliberately unfinished story, the way it's all been left open for the sequel, but I tend to prefer this. Two CDs are sufficient to tell a decent story these days, and compressing the entire tale into the one game would have left it feeling cramped and rushed. *Dragon Lore* unfolds at a perfect pace, drawing you into the tale piece by piece, without forcing huge amounts of information on you in one go and remaining sparse in others. Cryo has been able to work on the first part of the tale, Werner's Induction To The Dragon Knights, without having to compromise due to space restrictions. As such, this is a beautiful tale, worthy of any book trilogy and definitely worthy of a place on your hard drive. Z



SCORE

Beautiful, tricky and very lasting – a computer version of Jet from Gladiators.

Minimum Memory: 4Mb
Minimum Processor: 486DX
Hard Disk Space Required: 8Mb
Graphics Modes Supported: VGA
Sound Cards Supported: All SoundBlasters and Compatibles
Controls: Mouse, Keyboard
Price: £44.99 **Release Date:** Now
Publisher: Mindscape **Tel:** 0444 246333

SX

SOFT EXPRESS LTD.

ORDER HOTLINE

TEL: 01908 277177

FAX: 01908 645397

HOW TO ORDER:

ORDER BY TELEPHONE, QUOTING YOUR CREDIT CARD NUMBER AND EXPIRY DATE. (CREDIT CARDS ARE NOT CHARGED UNTIL DAY OF DESPATCH) IF PAYING BY CHEQUE PLEASE MAKE PAYABLE TO:

SOFT EXPRESS LTD.
DEPT. NO. PCZ02CM
6 WHARFSIDE
FENNY STRATFORD
BLETCHLEY
MILTON KEYNES
BUCKS. MK2 2 AZ

No visitors please, mail order only

PC TITLES	PRICE
20 DS/HD Disks	14.99
50 DS/HD Disks	32.00
100 DS/HD Disks	60.00
250 DS/HD Disks	90.00
Across The Rhine	27.99
Addiction	19.99
Aladdin	19.99
Alex D Ice Hockey	£25.99
Alone In The Dark 2	25.99
Alone In The Dark and Jack	25.99
Alien Legacy	25.99
Alien Olympics	22.99
Armour Geddon	24.99
Arcade Pool/OVERDRIVE	12.99
Archer Macleans Pool	12.99
A Train + Construction Kit	14.99
Award Winners 2	22.99
Award Winners 3	£22.99
BAT 2	24.99
Banshee	19.99
Battlebugs	25.99
Battles of The South Pacific	28.99
Battle Isle 2	24.99
BC Racers	£22.99
Beneath A Steel Sky	20.99
Betrayal At Krondor	26.99
Big Sea	19.49
Bloodnet	24.99
Bloodstone	11.99
Body Blows	11.99
Body Count	19.99
Breach 3	25.99
Brutal Sports Football	5.99
Burn Time	25.99
Burning Rubber	19.99
B-Wing	13.99
Campaign 2	19.99
Cannonfodder 2	22.99
Captive 2	22.99
Cannon Fodder	10.99
Carrier Strike	24.99
Champions of Krynn	19.99
Champions of Kaw	9.99
Champion Manager 93	18.99
Champion Manager 94	6.99
Championship Manager End of Season	10.99
Champ Manager Italia	15.99
Championship Manager Soccer	7.99
Chaos Engine	19.99
Chess Maniac	22.99
Civilisation	23.99
Club Football	19.99
Classic Collection: Access	15.99
Classic Collection: Lucas	19.99
Classic Collection: Velocity	19.99
Colossus Compilation	14.99
Colonization	28.99
Combat Classics 2	22.99
Combat Classics 2	22.99
Commanche Maximum Overkill	24.99
Commanche & Missions	25.99
Coolworld	5.99
Cosmic Spacehead	16.99
Crystal Maze	25.99
Curse of Enchantia	11.99
Cyberspace	23.99
Cyberrace	9.99
Cyberworlds	17.99
Demonsgate	20.99
Dangerous Streets	16.99
Dark Legions	22.99
David Leadbetter's Golf	12.99
Dawn Patrol	28.99
Day of the Tentacle	26.99
D-Day	23.99
Defender of the Empire	£12.99
Dennis	19.99
Desert Strike	20.99
Delta V	26.99
Detroit	23.49
Dogfight	£12.99
Doom	22.99
Doom 2	29.99
Doom Data Trilogy	21.99
Doom Data Disk 1	8.99
Doom Data Disk 2	8.99
Doom Data Disk 3	8.99
Dr Brain 2	26.99
Dragonsphere	27.99
Dreamlands	18.99
Dreamweb	28.99
Dune 2	10.99
Dungeon Master 2	25.99
Dvorak Teaches Typing	7.99
Earth Siege	25.99
Empire Soccer	16.99
Elder Scrolls	25.99
Epic	20.99
European Champions	18.99
Evasive Action	20.99
Excess Denied	22.99
Explorer	25.99
F1	18.99
F14 Fleet Defender	27.99
FA Premier League Football	18.99
Fantasy Football	19.99
Fatal Strokes	22.99
Fatman	16.99
Fantasy Empires	21.99
Fatal Strokes	22.99
Fields Of Glory	27.99
FIFA Internal Soccer	24.99
Fighter Wing	£31.99
Flashback	14.99
Flight Sim Scenery Disks	25.99
Flight Sim Took Kit Deluxe	£31.99
Football Pro	25.99
Formula 1 Team Manager	29.99
Freddy Pharkus Frontier Pharmacist	24.99
Front Page Sports Football	25.99
Football Glory	19.99
Frontier Elite 2	19.99
Fun School 4 U5	16.99
Fun School 4 5-7	16.99
Fun School 4 7-11	16.99
Funschool Space (6-9)	19.99
Funschool Time (8-11)	19.99
Gabriel Knight	24.99
Genesia	21.99
Global Domination	24.99
Goal	19.99
Goblins 3	24.99
Grand Prix	28.99
Grandest Fleet	27.99
Grandslam 2 Wind	28.99
Graham Gooch World Cricket	19.99
Great Naval Battles	9.99
Hardball 4	22.99
Harpoon (Windows)	£19.99
Harrier Hayes	28.99
Hannibal	19.49
Heimdall 2	25.99
Hellfire	9.99
Hired Guns	24.99
Hokum KA 50	25.99
Horrendest Fleet	28.99
Imperial Pursuit	13.99
Incredible Machine 2	22.99
Incredible Toons	25.99
Indy Car Racing	19.99
Indy Car Track Pack	9.99
Inferno	28.99
Innocent Until Caught	23.99
Ishar 3	21.99
Italia Data Disk	£9.99
Jetfighter 2	30.99
Jimmy White W/wind Snooker	9.99
John Madden 2	18.99
Jungle Strike	20.99
Jurassic Park	22.99
Kick Off 3	19.99
Kingdom	25.99
Kingmaker	23.99
King's Quest 5 Bundle	12.99
King's Quest 6	27.99
Kokum 50	25.99
Krustys Funhouse	18.99
Kyrandia 2	22.99
Lands of Lore	22.99
Legacy	12.99
Legend	20.99
Legend of Myra	9.99
Legions	22.99
Legions (Windows)	22.99
Leisure Suit Larry 6	26.99
Lemmings 2	12.99
Lianiana	22.99
Life and Death 2	7.99
Links 386	28.99
Links Prone Dune	16.99
Litil Divil	14.99
Lode Runner	22.99
Lode Runner (Windows)	22.99
Lords Of Midnight	22.99
Lords of the Realm	25.99
Lost In Time	25.99
Lotus 3	19.99
Magic Boy	16.99
Magic Carpet	£28.99
Man Utd Prem Champs	17.99
Mario is Missing	25.99
Mario's Time Machine	25.99
Mario Teaches Typing	25.99
Master of Orion	27.99
Masters of Magic	£28.99
Match Of The Day	19.99
Mavis Beacon Typing	7.99
Mean Arenas	19.99
Mercenaries	19.99
Microprose Golf	16.99
Micromachines	18.99
Millenium Return	21.99
Monkey Island 2	21.99
Mortal Kombat	19.99
Mr Blobby	12.99
Nascar	28.99
Navy Strike	28.99
New York Scenery	15.99
NFL Coaches Club Football	25.99
Noddy's Big Adventure	19.99
Noddy's Playtime	19.99
Omar Sharif's Bridge	21.99
On The Ball League	22.99
Oregamo	27.99
Outpost	25.99
Overdrive/ARCADE POOL	12.99
Overlord	27.99
PGA Plus	9.99
PGA Tour Golf +	9.99
Pacific Air War	27.99
Pacific Strike	27.99
Pacific Strike S.A.P.	12.99
Pacific Worlds	23.99
Patriot	14.99
Perfect General	21.99
Perfect General 2	21.99
Perfect Trilogy	27.99
Pinball Dreams	21.99
Pinball Dreams 2	12.99
Pinball Fantasies	21.99
Pirates of Gold	22.99
Pizza Tycoon	28.99
Police Quest 3	10.99
Police Quest 4 - Open Season	24.99
Populous & Promised Lands	10.99
Populous 2 +	25.99
Powerdrive	19.99
Powergame 2	24.99
Powermonger	11.99
Powerslide	25.99
Power Tactics	19.99
Privateer	22.99
Privateer Righteous Fire	12.99
Premier Division Manager	9.99
Premier Manager 2	7.99
Prince of Persia	10.99
Prince of Persia 2	24.99
Project X	12.99
Psycho Pinball	22.99
Quarantine	25.99
Quest For Glory 2	13.99
Quest For glory 4	24.99
Rags To Riches	25.99
Ragnarok	24.99
Raptor (Part 1)	4.99
Railroad Tycoon	12.99
Railroad Tycoon Deluxe	24.99
Realms	9.99
Realms Of Darkness	19.99
Red Baron VGA	24.99
Red Crystal	27.99
Red Hell	25.99
Renegade	£28.99
Retribution	25.99
Return To Zork	28.99
Rex Notator	12.99
Rise of the Robots VGA	27.99
Robocod	6.99
Robinson's Requiem	25.99
Rules Of Engagement 2	24.99
Ryder Cup	19.99
Sabre Team	18.99
San Francisco	25.99
Santos x-mas Capers	6.99
Seal Team	13.99
Scrabble	19.99
Seal Team	14.99
Sensible Soccer 92/93	14.99
Settlers	24.99
Shadow Worlds	9.99
Sid and Al's Incredible Machine	25.99
Sid and Al's Incredible Toons	25.99
Sid and Al's Toons Wind	25.99
Silent Service 2	12.99
Silverball	19.99
Sim City 2000	23.99
Sim City Deluxe	20.99
Sim City 2000 Scenario 1	9.99
Sim City Deluxe	20.99
Sim City / Lemmings	19.99
Sim City / Populous	19.99
Sim City Scenario 2	9.99
Sim Classics (3 in 1)	28.99
Sim Earth	13.99
Sim Earth (Windows)	19.99
Sim Life	7.99
Simon The Sorceror	24.99
Sink Or Swim	6.99
Slater & Charlie	22.99
Sleepwalker	18.99
Slipstream	25.99
Snaparazi	12.99
Soccer Kid	19.99
Space Crusade	17.99
Space Federation	25.99
Space Legends	22.99
Space Quest Trilogy	33.00
Space Quest I	9.99
Space Quest III	9.99
Space Quest V	33.99
Special Forces	9.99
Speed Racer	25.99
Split Screen Soccer manager/PC	12.99
Stardust	19.99
Starlord	18.99
Star Reach	25.99
Star Trek 2 Last Rites	25.99
Star Trek 25th Anniversary	24.99
Starwars Chess	29.99
Star Reach	25.99
Star Wars Sceen Ent	19.99
Street Fighter 2	9.99
Strike Commander	26.99
Strike Squad	24.99
Strike Tactical Grid	12.75
Striker	19.99
Stronger Hold	22.99
Stunt Island	27.99
S.U.B.	22.99
Suburban Commando	15.99
Superfrog	12.99
Super Hero League	23.99
Super League Manager	19.99
Super Ski Preo	22.99
Survival	25.99
T.F.X.	22.99
Tactical Manager (Eng)	22.99
Tactical Manager (Scot)	22.99
Tactical Manager (Italy)	22.99
Tactical manager 94/95	9.99
Task Force 1942	25.99
Tegel's Mercenaries	23.99
Terminator 2 - The Arcade Game	19.99
Terminator Rampage	21.99
Tesserae	19.99
Test Drive 3	8.99
Theme Park	25.99
The Premiership	6.99
Tornado	25.99
Tracksuit Manager 94	15.99
Traps And Treasures	19.99
Turning Points	22.99
The Blue & The Grey	23.99
The Complete Chess System	21.99
The Incredible Machine	26.99
Theme Park	28.99
Tie Fighter	27.99
Tim Robot	25.99
Tiny Toons	25.99
Titus The Fox	9.99
Total Carnage	17.99
Tower Assault	19.99
Transport Tycoon	28.99
Triple Actions	16.99
Trudldiers	19.99
TV Boxing	9.99
U96	29.99
UFO	28.99
Ultima Underworld 2	24.99
UMS Compilation	27.99
Ultima 7 (The Black Gate)	12.99
Ultima 7 (The Serpent Isle)	25.99
Ultima Trilogy 2	24.99
Ultima 8	19.99
Ultima 8 SAP	32.99
Ultima Pinball	18.99
Ultimate Blows	19.99
Ultimate Body Blows	19.99
Ultima Underworld	25.99
Universe	25.99
Unnecessary Roughness	24.99
Victory At Sea	28.99
Valhalla	21.99
Veil Of Darkness	21.99
Virtual Worlds	25.99
Vital Light	19.99
War In The Gulf	19.99
Whales Voyage	14.99
Wing Commander	10.99
Wing Commander 2	25.99
Wings Of Glory	20.99
Wing Commander ACA	22.99
Wing Commander Armada	31.99
Wing Commander Bundle	9.99
Wolf	31.99
Wolfpack	15.99
Wonking	34.99
World Atlas 4.0	12.99
World Cup USA '94	18.99
World of Football	19.99
World of War	19.99
World of Xeen	28.99
World War 2	27.99
Xmas Lemmings	9.99
Xanth	24.99
Xenobots	25.99
X Wing VGA	27.99
Zig + Zag	25.99
Zool	9.99
Zool 2	16.99

The lowest prices anywhere - no membership - free regular gifts

CD ROM TITLES	PRICE
7th Guest	16.99
7th Guest / Dune	29.99
1942 Pacific Strike	28.99
Aces of the Deep	28.99
Advantage Tennis	18.99
Alex D Ice Hockey	£25.99
Allen Olympix	25.99
Alone In The Dark And Jack	28.99
Animals In Motion	9.99
Arcade Pool	9.99
Arcade Trivia Quiz	9.99
Award Winners 3	£22.99
Battle Bugs	25.99
BC Racers	22.99
Beneath A Steel Sky	26.99
Betrayal At Krondor	25.49
Blade Warrior v2	13.99
Car + Driver/Starmovie	12.99
Chessmaster 4000	25.99
Commanche Max Overkill	27.99
Conspiracy	26.99
Challenge Pack	25.99
Civilisation + Railroad Tycoon	19.99
Classic Collection Access	15.99
Classic Collection: Lucas	19.99
Colonization	28.99
Creature Shock	31.99
Dark Legions	22.99
Dark Seed	27.99
Dawn Patrol	28.99
Day Of The Tentacle	26.49
Delta V	29.99
Desert Strike	28.99
Dominus	28.99
Doom Add Eng	14.99
Doom 2	32.99
Dracula Unleashed	29.99
Dragonsphere	25.99
Elderscrolls	29.99
Empire Soccer	22.99
Encare	9.99
Evasive Action MPC	25.99
Even More Incredible Machine	25.99
Fables + Friends 3	28.99
Falcon Gold	31.99
FIFA Soccer International	25.99
Fighterwing	31.99
Football Glory	23.99
Frontier Elite 2	24.99
Fun School in Space 6-9y	£19.99
Fun School in Time 8-11y	£19.99
Gabriel Knight	27.99
Gabriel Knight B undle	19.99
Genesia	25.99
Ghosts	25.99
Goblins 3	28.99
Hardball 4	£25.99
Heimdall 2	39.99
Hellfire	9.99
Inca 2	28.99
Incredible Toons	22.99
Indi Jones	27.99
Inferno	31.99
International Athletics	9.99
International Soccer	9.99
Ishar 3	28.99
Jungle Strike	£22.99
Jurassic Park	25.99
Kick Off 3	19.99
Kings Quest Anthology	31.99
Kings Quest 7	£28.99
Labyrinth of Time	25.99
Lands of Lore	27.99
Lazer Squad	7.99
Legions MPC	25.99
Lemmings 1 & 2	19.99
Leisure Suit Larry Collection	28.99
Lode Runner	£25.99
Lords of Midnight	25.99
Lords of the Realm	25.99
Litil Divil	17.99
Little Big Adventure	£27.99
Lovers Guide	25.99
Magic Carpet	28.99
Man Utd Interactive	19.99
Man Utd Premier Champions	19.99
Mario is Missing Deluxe	28.99
Mario teaches Typing	25.99
Micro French	22.99
Monkey Island (XL)	12.99
Myst (Windows)	31.99
Nascar	31.99
Nick Faldos Golf	25.99
Noctopolis	28.99
Oceans Below	25.99
On the ball (League)	25.99
Outpost	28.99
Play Toons	£22.99
Powerdrive	19.99
Powerslide	25.99
Privateer	26.99
Quest for Glory	28.99
Rebel Assault	19.99
Rebel Assault Bundle	19.99
Renegade	£28.99
Retribution	25.99
Return To Zork	29.99
Rise of the Robots	31.99
Rise of the Robots Limited version	38.99
Robinsons RTequiem	28.99
Sam and Max	24.99
Secret Weapons	12.99
Shadow Caster	31.99
Shoot Em Off	19.99
Sim Art	31.99
Sim City	29.99
Sim Town	25.99
Simon The Sorcerer	24.99
Soccer Kid	22.99
Split Screen Manager	15.99
Star Trek Judgement	28.99
Strike Commander	31.99
Sub War V2 Scenario	29.99
Super Ski Pro Deluxe	25.99
System Shock	£28.99
Tactical Manager (England)	22.99
Tactical Manager (Scotland)	22.99
Tactical Man 94/95	9.99
Test Pilots Multimedia	25.99
T.F.X.	29.99
TFX Bundle	19.99
The Clue	£22.99
Theme Park	28.99
Tornado	25.99
Tower Assault	22.99
Tracksuit manager	19.99
Under A Killing Moon	38.99
Ultima 8 SAP	13.99
UFO	26.99
Ultima Underworlds 1+2	29.99
Ultima 7 Complete	28.99
Ultimate Body Blows	19.99
Under A Killing Moon	38.99
US Navy Fighters	31.99
Virtual Worlds	19.99
Vitsie Visits Dinosaur	22.99
WildBlue Yonder	31.99
Wing Commander 3	£31.99
Wings Of Glory	28.99
Women In Mogion	9.99
World Cup Golf	19.99
World of Football	19.99
World of Soccer	19.99
X-Wing Collectors CD	28.99
Zool 2	21.99

****** REMEMBER - IF YOU CAN'T SEE WHAT YOU WANT PLEASE PHONE AND ASK! ******

ORDER FORM

Please write in block capitals

ACCESS/VISA CARD NO.

EXPIRY DATE

Please supply me with the following titles for computer

ITEM	PRICE
POSTAGE	
TOTAL	

SIGNATURE

DATE

NAME

ADDRESS

POST CODE

TEL.

PC ZONE JANUARY '95

DELIVERY CHARGES

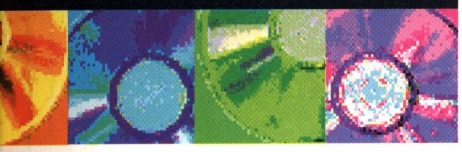
UK MAINLAND -

FREE 2nd class recorded delivery for peace of mind

EEC - £3 PER ITEM

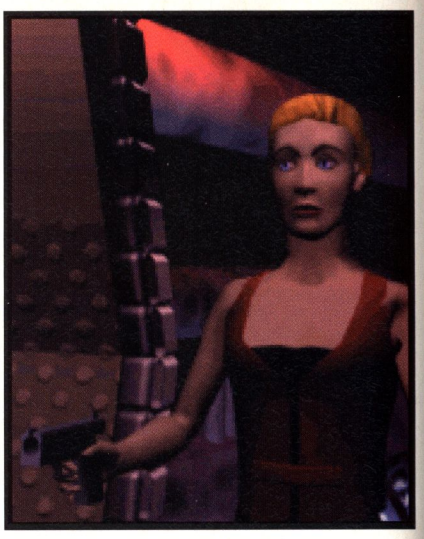
NON-EEC - £4.50 PER ITEM

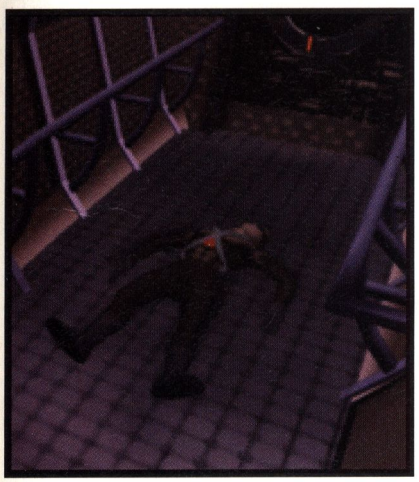
PRICES INCLUDE VAT AND ARE SUBJECT TO CHANGE WITHOUT NOTICE. PLEASE NOTE SOME TITLES MAY NOT BE RELEASED AT TIME OF GOING TO PRESS. ALL ITEMS ARE SUBJECT TO AVAILABILITY. E & OE.



PC ZONE RECOMMENDED

CYBERIA





(Above) Solve the puzzles, and make sure you're quick about it or you'll end up dead.

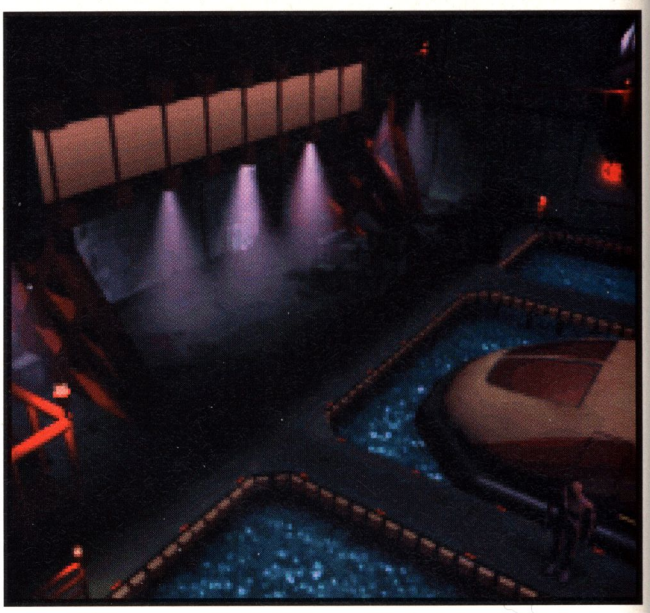
Chris Anderson got slightly confused when we asked him to review this game. After a few phone calls to Siberia we eventually managed to persuade him to come back.

IF YOU WANT to save yourself the bother of reading a three-page review, we can determine very quickly here whether or not *Cyberia* will be your cup of tea. All you have to do is answer a very simple question and the matter will be resolved. Did you like *Rebel Assault*? To those of you who answered "no" to that question I say farewell. You either don't give a hoot whether or not the mythical force is with you, or it doesn't matter to you how stunning the visuals in a space shoot 'em up are if they're not matched by the kind of playability you get in games like *X-Wing*. To the rest of you I say hello, welcome, and forget *Rebel Assault* ever existed. No matter how smart you thought the graphics were in *Rebel Assault*, you will gasp in amazement when you see *Cyberia*. It looks absolutely awesome.

If you're looking at the screen shots now and thinking to yourself "Wow!, that looks smart", just wait until you see the game in action. From the superb pre-rendered 3D shoot 'em up sequences to the equally pre-rendered moving around adventure bits, the whole thing is absolutely stunning.

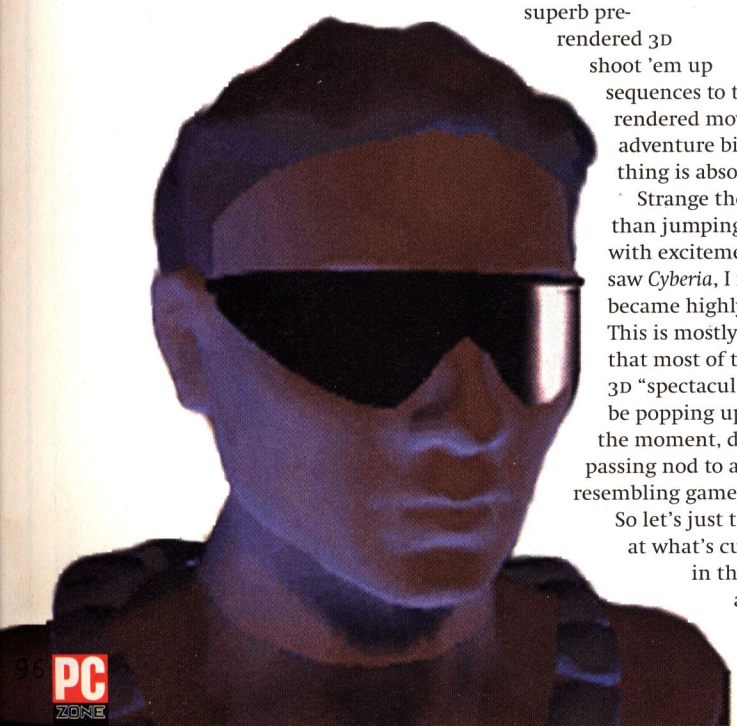
Strange then, that rather than jumping up and down with excitement when I first saw *Cyberia*, I immediately became highly suspicious of it. This is mostly down to the fact that most of the pre-rendered 3D "spectaculars" that seem to be popping up everywhere at the moment, don't even pay a passing nod to anything vaguely resembling gameplay.

So let's just take a quick look at what's currently on offer in the super-pretty CD action games department. *Novastorm* has amazing background scenery and at first glance looks really exciting, but when you actually play it you discover it's nothing but a pile of cack. *Cyberwar* is even worse. You don't even get to play that, you just press a few keys now and again and the rest of the time it plays itself. The list could go on for ever. *Retribution*: nice face, shame about the crap control system and plodding game-play. *Creature Shock* is probably about the best of the lot. The exploration parts are great but the shoot 'em up sections are an absolute disaster. So there you have it. A very short and very



"No matter how smart you thought the graphics were in Rebel Assault, you will gasp when you see Cyberia."





(Below) As you can see, our hero's a big hit with the chicks.





depressing round-up of the pretty boys in the CD action games arena. It's sort of ironic that *Rebel Assault*, the heavily-criticised pioneer of the genre, wipes the floor with the lot of them. Poor old *Cyberia* then. Along it comes into a market place where CD shoot 'em ups are a standing joke. Because of this, it finds itself in the unusual position of having everything to prove, despite a distinct lack of competition. So how does it square up? Well, it didn't get off to a great start. I was hoping for something marginally original after all the *Cyberia* hype we've had to put up with lately. What I got instead was...

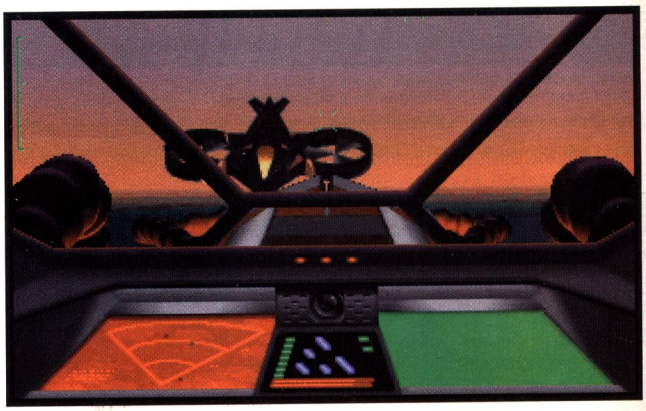


A tale of two game styles



(Above) This is a "getting into your space ship thing" cut scene.

For the whole of the game your time will be taken up with doing one of two things" walking around solving puzzles, or flying around shooting things. The walking around parts look absolutely fabulous. The main character moves smoothly and impressively around the game environment while you, er, watch him doing it. If you want your hero to move forward, simply press the "up" arrow on your keyboard, and off he trots. Want him to go left? No problem! Simply press the left arrow on your keyboard and off he trots again. Brilliant, isn't it? A super cool hero who will obey your every command, and all at the touch of an arrow key. Now you can play computer games, make a nice cup of coffee and read the paper all at the same time. This is not the first time this revolutionary new control system has been used in computer games. I am talking, of course, about the game that was seen to reach dizzy new heights of non-interactive gameplay when it was reviewed last issue, *Cyberwar* (bloody hell, it even sounds the same). I don't mean to sound ungrateful. I know that these game designers only make these games because they are deeply concerned about over-worked games players, who not only have to take on the roles of their computer game heroes, but are expected to ruddy well move them about, too. It's just that I've sort of got used to being involved in adventure games, and I know it probably sounds a bit weird but, well, I *like* doing things. Still, it's not a complete disaster. Your hero may have a monopoly on moving around but at least the puzzles are all yours.



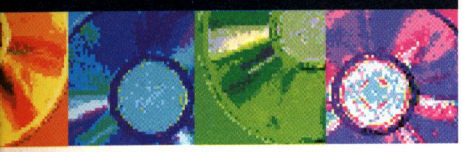
"The graphics are to die for and there's also a brilliant sound track written by Thomas Dolby."

Magic floor tiles

Basically, there are two types of puzzles in the walk around sections: "thinking" ones and "shooting" ones. A typical example of a "thinking" one is the one where you are given a diagram and asked to figure out the correct code required to open a door to the next section. This might have adventure novices stumped for a while, but will not really test adventure game veterans. A typical example of a "shooting" puzzle is the one where you run into a room full of strange looking blokes and have to figure out which order to shoot them in (honest, it's true, I've done it). Some of them duck, so you shoot the others first and get the scaredy cat ducking brigade later. This particular puzzle is not exactly difficult to work out, but you have to be lightning quick to get them all in time. There are lots of these in the exploring parts. Some of them involve simply working ☞



Cyberia



(Below) And this is your hero wandering about aimlessly. He's rather good at doing that.



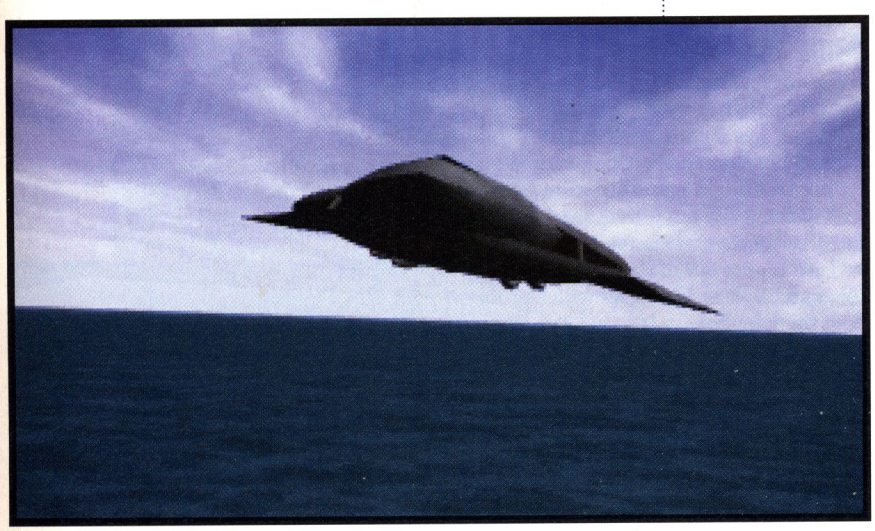


☞ out the correct instant to shoot someone. I kept shooting one bloke before he shot me and it simply didn't work. I had to wait until he stood on a certain spot and then I had him. I'm still trying to work out why he died when standing on one particular floor tile and not when he was standing on another, despite the fact he was right in front of me both times. I suppose some of the tiles must be magic or some-thing.



(Above) Amazing graphics. It looks like this when you play it, too.

Actually, come to think of it, there is another type of puzzle I forgot to mention, the "jump through the big spiky thing without getting wasted" one. This involves, er, jumping through a big spiky thing, funnily enough. All you have to do here is time your jump to perfection, press your trusty "up" arrow key, and hey presto, your hero leaps through the gap to the other side. It's a lot more fun watching him getting wasted, though. Deborah, our Production Editor, went "smaaart" and squealed with delight every time he came a cropper and blood came spurting out all over the place (er, she's a bit funny like that). Overall, the adventure section looks great, but after a while (about two minutes) it gets irritating and you begin to wish you could just skip it and get to the action parts. Speaking of which...



(Left) One of the game's many gob-smackingly impressive cut scenes.

Super-smart shooter

The 3D action sequences in *Cyberia* are what the game is all about. The graphics are to die for, the sound effects are the business, and there's a brilliant sound track written by Thomas Dolby. As for the gameplay, there really isn't a lot to it. You don't actually fly the ship itself, you just sit in it and move a crosshair around the screen and press fire when it lands on something. Sounds crap, doesn't it? It isn't. The game designers have created an atmosphere so enthralling, that you really feel a part of the action (er, even though you're not, if you see what I mean). You can almost forgive the lack of interaction because the whole thing is just so exciting. It's a shame about the adventure parts, though. If they'd used the exploring parts from *Creature Shock* and kept the action sequences, it could have been brilliant. As it stands, and as CD action games go, *Cyberia* is definitely the best of the lot. One day, someone will produce a game that looks like this with genuine interaction. I, for one, can't wait.



***Cyberia* is not so much a game as an experience.**

Minimum Memory: 4Mb
Minimum Processor: 386DX 33
Hard Disk Space Required: 3Mb
Graphics Modes Supported: VGA
Sound Cards Supported: SoundBlaster and compatibles
Comments: 486DX or better highly recommended
Price: £49.99 **Release Date:** Out now
Publisher: Interplay **Tel:** 0235 821666



What happens when you don't advertise . . .

. . . nothing!

CALL SAUL LEESE
NOW 071-631 1433

MICROLAND INTERNET

The Gateway To The Digital Highway

£168.00 + vat per annum
£20.00 + vat startup

7 Points of presence in London, Guildford, Cambridge, Edinburgh, Manchester, Birmingham, Bristol, and others soon.
Normal telephone charges - No usage charges - Support
All speeds to V32bis - V34 soon - POP3 Email - Usenet News
Gigabytes of Shareware to Download from Bulletin Board
Dialup SLIP, and PPP - Graphical User Interfaces - FTP - WWW
Guaranteed user to modem ratio for the best service availablita

Bulletin Board 0891 990 505
To View 0483 725 905

Trevan Designs Limited. P.O.Box 13, Aldershot, GU12 6YX.
Voice/Fax 0252 25841 Email support@trevan.co.uk
Calls to 0891 990 505 charged at 39p per minute cheap rate and 49p per minute at all other times.

LOOK! NO VAT TO ADD NO CREDIT CARD SURCHARGE

ONLY THE BEST

COMPUTER SOFTWARE

7 CLEEVE WOOD ROAD, DOWNEND, BRISTOL, BS16 2SF.

TEL: 0117 9401315/9401316

PERSONAL CALLERS BY APPOINTMENT

CALL FOR PRICES ON OTHER SOFTWARE

OTB CODE OF PRACTICE
1. CREDIT CARDS ARE NOT CHARGED UNTIL GOODS ARE DISPATCHED.
2. THE CUSTOMER IS ALWAYS INFORMED WHETHER GOODS ARE IN STOCK OR NOT.

MON-FRI 10am-7pm SAT 10am-5pm SUN TIMES VARY. ANSWERPHONE AT ALL OTHER TIMES.

All prices include VAT. U.K. postage add £1.50 per item. Prices subject to change. Access and Visa accepted. Please allow 7 days for cheques.

PC TITLES

1942 PACIFIC AIR WAR £27.99
ACES OF THE DEEP £27.99
ACES OVER EUROPE £27.99
ALIEN BREED £18.99
ALIEN LEGACY £24.99
ALONE IN THE DARK 2 £15.99
ALONE IN THE DARK £15.99
AL QADIM - THE GENIES CURSE £15.99
ARCHON ULTRA £22.99
ARMOURED FIST £24.99
ARMOUR GEDDON £15.99
ANIMATION WORKSHOP £69.99
ATRAIN £15.99
AWARD WINNERS 2 £22.99
BATTLE BUGS £23.99
BATTLE ISLE 2 £24.99
BENEATH A STEEL SKY £24.99
BLACKHAWK £26.99
BLOODNET £24.99
BLUE AND THE GREY £24.99
BODY COUNT £20.99
BRIDGE CHAMPION - OMAR SHARIFF £25.99
BURN TIME £26.99
CAMPAIGN 2 £21.99
CANNON FODDER £16.99
CANNON FODDER 2 £22.99
CARDMANIA £16.99
CARRIERS AT WAR 2 £27.99
CHAOS ENGINE £19.99
CIVILIZATION £24.99
CIVILIZATION WINDOWS £27.99
CLOCKWISER £14.99
CLUB FOOTBALL THE MANAGER £23.99
CYBERSPACE £27.99
THE CLUE £21.99
COLONIZATION £25.99
COMMANCHE SUPER PACK £24.99
COMBAT CLASSICS 2 £24.99
COMPANIONS OF XANTH £24.99
COOL SPOT £19.99
CORRIDOR 7 £14.99
COUNTDOWN £15.99
CRYSTAL MAZE £24.99
DAEMONSGATE £20.99
DARK LEGIONS £24.99
DARK SUN SHATTERED LANDS £28.99
DARKSUN 2 WAKE OF THE RAVAGER £27.99
DAWN PATROL £27.99
DAY OF THE TENTACLE £26.99
7 DAY - THE BEGINNING OF THE END £24.99
DELTA V £27.99
DESCENT £24.99
DESERT STRIKE £21.99
DETROIT £24.99
DOOM £28.99
DOOM 2 £31.99
DREAM WEB £27.99
DUNE 2 £12.99
DUNGEON HACK £24.99
DUNGEON MASTER 2 £24.99
ELDAR SCROLLS ARENA £26.99
ELITE 2 £21.99
EMPIRE SOCCER 94 £18.99
EARTH SEIGE £24.99
EVASIVE ACTION £20.99
EYE OF THE BEHOLDER 3 £14.99
EYE OF THE STORM £24.99
F14 FLEET DEFENDER £27.99
F14 FLEET DEFENDER MISSION DISK £14.99
FANTASY EMPIRES £23.99
FATTY BEARS BIRTHDAY SURPRISE £28. 99
FIFA INTERNATIONAL SOCCER £24.99
FIGHTER WING £30.99
FLIGHT SIMULATOR 5 £27.99
FSI NEW YORK SCENERY £15.99
FSI PARIS SCENERY £15.99
FSI SAN FRANCISCO SCENERY £24.99
FSI WASHINGTON SCENERY £24.99
FORMULA 1 GRAND PRIX £16.99
FRONTIER - FIRST ENCOUNTERS £24.99
FRONT PAGE SPORTS BASEBALL £24.99
FRONT PAGE SPORTS FOOTBALL '95 £CALL
FURY OF THE FURRIES £21.99
GABRIEL KNIGHT £24.99
GENESIA £21.99
GRAHAM GOOCH WORLD CRICKET £22.99
GRANDEST FLEET £24.99
GREAT NAVAL BATTLES 2 £24.99
GUNSHIP 2000 £16.99
HAND OF FATE £24.99
HARPOON 2 £28.99
HEIMDALL 2 £24.99
HEIRS TO THE THRONE £27.99
HEXX £21.99
HIRED GUNS £24.99
HOBOKEN SUPER HERO LEAGUE OF £24.99
HORDE £23.99
INDIANA JONES FATE OF ATLANTIS £23.99
INCREDIBLE TOONS £24.99
INCREDIBLE MACHINE 2 £23.99
INFERNO £27.99
INDY CAR RACING £20.99
INDY CAR TRACK PACK £13.99
KA50-HOKUM £24.99
KICK OFF 3 £19.99
KINGMAKER £23.99
KINGS QUEST 6 £24.99
KLICK AND PLAY £24.99
KYRANDIA 2 HAND OF FATE £27.99
LANDS OF LORE £22.99
LAST DYNASTY £CALL
LEISURE SUIT LARRY 6 £24.99
LEMMINGS 2 THE TRIBES £14.99
LEMMINGS 3 - THE NEW WORLD OF £22.99
LINKS 386 PRO £27.99
LINKS 386 PRO COURSES £15.99
LITIL DIVIL £24.99
LODERUNNER £23.99
LORDS OF THE REALM £24.99
LOST VIKINGS £21.99
LOTUS ULTIMATE CHALLENGE £20.99
MASTER OF MAGIC £27.99
MASTERS OF ORION £11.99
MAVIS BEACON TYPING V2 £25.99
MICRO MACHINES £19.99
MICROSOFT ARCADE £15.99
MICROSOFT BEST ENT PACK £15.99
MICROSOFT CREATIVE WRITER £32.99
MICROSOFT FINE ARTIST £14.99
MICROSOFT GOLF £27.99
MICROSOFT SPACE SIMULATOR £27.99
MIDWAY £CALL
MIGHT & MAGIC 4 - CLOUDS OF XEEN £29.99
MIGHT & MAGIC 5 - DARK SIDE OF XEEN £29.99
MONKEY ISLAND 2 £14.99
MORTAL KOMBAT £19.99
NASCAR £24.99
NHL ICE HOCKEY £27.99
ON THE BALL - LEAGUE EDITION £23.99
OUTPOST £24.99
OVERLORD £27.99
OVERDRIVE £19.99
PACIFIC AIR WAR 1942 £27.99
PACIFIC STRIKE £26.99
PACIFIC STRIKE SAP £14.99
PANZER GENERAL £27.99
PINBALL DREAMS £16.99
PINBALL DREAMS 2 £22.99
PINBALL FANTASIES £15.99
PIZZA TYCOON £23.99
POLICE QUEST 4 £27.99
POPULOUS 2 £24.99
POWERDRIVE £19.99
PRINCE OF PERSIA 2 £24.99
PRIVATEER £24.99
PRIVATEER SAP £13.99
PRIVATEER RIGHTEOUS FIRE £13.99
PROJECT X £14.99
QUARANTINE £24.99
QUEST FOR GLORY 4 £24.99
RAILROAD TYCOON DELUXE £28.99
RAVENLOFT £30.99
RETRIBUTION £24.99
RETURN TO ZORK £28.99
REUNION £24.99
RISE OF THE ROBOTS VGA £25.99
RISE OF THE ROBOTS SVGA £27.99
ROBINSONS REQUIEM £24.99
SAM AND MAX £24.99
SCRABBLE £19.99
SETTLERS £24.99
SHADOWCASTER £27.99
SIM CITY 2000 £25.99
SIM CITY 2000 SENARIOS £11.99
SIM CLASSIC COLLECTION £33.99
SIM FARM £21.99
SIM TOWER £CALL
SIMON THE SORCEROR £24.99
SPACE FEDERATION £24.99
SPACE HULK £27.99
SSN-21 SEAWOLF £27.99
STAR CRUSADER £24.99
STARLORDS £27.99
STAR TREK 2 JUDGMENT RITES £24.99
STAR TREK NEXT GENERATION £24.99
STRIKE COMMANDER £29.99
STRIKE COMMANDER SAP £13.99
STRIKE COMMANDER TACT OPS £13.99
SUBWAR 2050 £27.99
SYNDICATE £27.99
SYNDICATE DATA DISK £15.99
SYSTEM SHOCK £27.99
TACTICAL MANAGER £22.99
TERMINATOR RAMPAGE £23.99
TFX £27.99
THEME PARK £27.99
THE FIGHTER £28.99
TOM LANDRY STRATEGY FOOTBALL £20.99
TORNADO + MISSION DISK £22.99
TOTAL CARNAGE £CALL
TRANSPORT TYCOON £27.99
UFO ENEMY UNKNOWN £27.99
ULTIMA 7 £24.99
ULTIMA 7 PT52 SERPENT ISLE £27.99
ULTIMA 8 PAGAN £29.99
ULTIMA 8 PAGAN SAP £14.99
ULTIMATE BODY BLOWS £24.99
ULTIMA UNDERWORLD £13.99
ULTIMA UNDERWORLD 2 £24.99
UNNECESSARY ROUGHNESS £24.99
VICTORY AT SEA £CALL
WARCRAFT £24.99
WARGAMES CONSTRUCTION 2 - TANK £CALL
WAR IN RUSSIA G GRIGSBY £27.99
WARLORDS 2 £27.99
WARLORDS 2 SENARIO EDITOR £15.99
WING COMMANDER ARMADA £25.99
WINGS OF GLORY £27.99
WOLFENSTEIN 3D £11.99
WORLD CUP USA 94 £19.99
WRATH OF THE GODS £CALL
XANTH £24.99
X-WING £24.99
X-WING IMPERIAL PURSUIT £14.99
X-WING B-WING £14.99
ZOOL 2 £21.99

CD ROM TITLES

3D DINOSAURS - GUILDSOFT £30.99
7TH GUEST + DUNE £30.99
11TH HOUR £30.99
ACES OF THE DEEP £27.99
AEGIS GUARDIAN OF THE FLEET £30.99
ALADDIN £CALL
ALONE IN DARK + JACK IN DARK £15.99
ALONE IN THE DARK 2 £27.99
ALONE IN THE DARK 3 £CALL
AL QADIM – THE GENIE'S CURSE £24.99
ARMOURED FIST £27.99
BATTLE BUGS £25.99
BATTLE ISLE 2 £30.99
BATTLE ISLE 2 - TITANS LEGACY £16.99
BENEATH A STEEL SKY £30.99
BETRAYAL AT KRONDOR £24.99
BLOODNET £27.99
CASTLES 2 ENHANCED £24.99
CENTRAL INTELLIGENCE £25.99
CHESSMASTER 4000 TURBO £24.99
CIVILIZATION + RAILROAD TYCOON DI £22.99
CNN NEWSROOM GLOBAL VIEW £30.99
COLONIZATION £27.99
COMMANCHE MAXIMUM OVERKILL £25.99
COMPANIONS OF XANTH £24.99
CREATURE SHOCK £33.99
CRIME PATROL £28.99
CYBERIA £31.99
CYBERSPACE £27.99
CYBERWAR £30.99
CYCLMANIA £25.99
DARK FORCES £CALL
DARK LEGIONS £25.99
DARKSEED £27.99
DARKSUN SHATTERED LANDS £24.99
DARKSUN 2 WAKE OF THE RAVAGER £30.99
DAWN PROL £27.99
DAY OF THE TENTACLE £26.99
DEATHGATE £24.99
DESCENT £25.99
DESERT STRIKE £22.99
DISCWORLD £CALL
DOMINUS £CALL
DOOM 2 £34.99
DREAM WEB £27.99
DRAGON LORE £27.99
DUNGEON HACK £23.99
DUNGEON MASTER 2 £24.99

DORLING KINDERSLY SPECIAL OFFER
AMAZING DICTIONARY £34.99
ENCYCLOPEDIA OF SCIENCE £64.99
STOWAWAY £34.99
THE ULTIMATE HUMAN BODY £52.99
THE WAY THINGS WORK £52.99

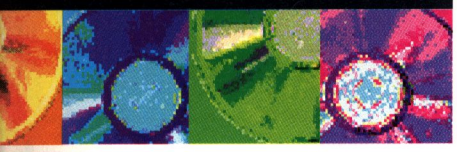
EARTHSEIGE £CALL
ECSTATICA £30.99
ELDAR SCROLLS £28.99
EMPIRE DELUXE MASTER EDITION £24.99
F14 FLEET DEFENDER £27.99
FALCON GOLD £29.99
FALCON – TURBO £27.99
FANTASY EMPIRES £23.99
FIFA INTERNATIONAL SOCCER £24.99
FIGHTER WING £30.99
FRONTIER ELITE 2 £24.99
FRONTIER - FIRST ENCOUNTERS £25.99
GABRIEL KNIGHT £28.99
GRANDEST FLEET £27.99
GREAT NAVAL BATTLES 2 £34.99
GREMLIN COMPILATION £CALL
HAND OF FATE £30.99
HARVESTER £CALL
HEIMDALL 2 £25.99
HELL £30.99
HELL CAB £32.99
HIGH COMMAND £14.99
HISTORY LINE £25.99
HOBOKEN £25.99
HORDE £27.99
INDIANA JONES FATE OF ATLANTIS £27.99
INCREDIBLE MACHINE 2 £23.99
INFERNO £33.99
INTERNATIONAL TENNIS OPEN £28.99
IRON FORCES £27.99
IRON HELIX £25.99
JACK NICKLAUS UNLIMITED £19.99
JFK - ASSASSINATION £32.99
JOURNEYMAN PROJECT £27.99
KINGS QUEST 1-5 £28.99
KINGS TABLE £25.99
KIXX CD ROM TITLES + SCREEN SAVER £11.99
KLIK AND PLAY £27.99
KYRANDIA 2 HAND OF FATE £30.99
KYRANDIA 3 MALCOLM'S REVENGE 4 £CALL
LABYRINTH OF TIME £23.99
LANDS OF LORE £30.99
LAST DYNASTY £CALL
LEISURE SUIT LARRY COLLECTION £28.99
LEISURE SUIT LARRY 6 £24.99
LITTLE BIG ADVENTURE £33.99
LODERUNNER £23.99
LORDS OF THE REALM £24.99
LOST EDEN £30.99
MAD DOG MACREE 2 £30.99
MAGIC CARPET £32.99
MASTER OF MAGIC £27.99
MEGARACE £24.99
MICROPROSE SPORT COMPILATION £22.99
MICROSOFT DOS £30.99
MICROSOFT ANCIENT LANDS £36.99
MICROSOFT ART GALLERY £36.99
MICROSOFT BEETHOVEN £36.99
MICROSOFT BOOKSHELF 94 £69.99
MICROSOFT CINEMANIA 95 £36.99
MICROSOFT DINOSAURS £38.99
MICROSOFT ENCARTA 95 £71.99
MICROSOFT GOLF £30.99
MICROSOFT MOZART £36.99
MICROSOFT MUSICAL INSTRUMENTS £36.99
MIDWAY £CALL
MONKEY ISLAND £14.99
MYST £34.99
NASCAR £30.99
NEW WORLD OF LEMMINGS £28.99
NHL ICE HOCKEY 95 £30.99
NOCTROPLIF £33.99
NOMAD £30.99
NOVASTORM £30.99
ON THE BALL £24.99
ON THE BALL LEAGUE EDITION £CALL
OUTPOST £28.99
PANZER GENERAL £28.99
PGA TOUR GOLF 486 £30.99
PINBALL DREAMS DELUXE £24.99
POLICE QUEST 4 £28.99
PREHISTORIA - GROLLIER £42.99
PRIVATEER £30.99
PSYCOTRON £30.99
QUARANTINE £24.99
QUEST FOR GLORY 4 £28.99
RAVENLOFT £29.99
REBEL ASSAULT £28.99
RED SHIFT £44.99
RENEGADE BATTLE JACOBS STAR £30.99
RETRIBUTION £25.99
RETURN TO RINGWORLD £27.99
RETURN TO ZORK £31.99
RISE OF THE ROBOTS £30.99
RISE OF THE ROBOTS LTD EDITION £37.99
ROCK AND ROLL YEARS 1950'S £17.99
ROCK AND ROLL YEARS 1960'S £17.99
ROCK AND ROLL YEARS 1970'S £17.99
SAM AND MAX £26.99
SATURDAY NIGHT LIVE £25.99
SENSIBLE SOCCER £CALL
SHADOWCASTER £CALL
SHADOW OF THE COMET £23.99
SHERLOCK HOLMES LOST FILES £30.99
SID MEIERS GREAT GAMES £22.99
SIM CITY 2000 + SENARIOS £30.99
SIM CITY ENHANCED £32.99
SIMON THE SORCEROR £27.99
SIMON THE SORCEROR II £27.99
SIM TOWER £CALL
SPACE HULK £30.99
SPACE QUEST 1-5 £28.99
SSN-21 SEAWOLF £28.99
STAR CONTROL 1 + 2 £16.99
STAR CRUSADER £24.99
SPELLCASTING TRIPLE PACK £25.99
STARLORDS £28.99
STAR TREK 25TH ANNIVERSARY £28.99
STAR TREK NEXT GENERATION £27.99
STONEKEEP £32.99
STRIKE COMMANDER £32.99
SUBWAR 2050 £27.99
SYSTEM SHOCK £30.99
SYNDICATE PLUS £25.99
TAGTICAL MANAGER £23.99
TFX £25.99
THEME PARK £27.99
TORNADO + MISSIONS £25.99
UFO ENEMY UNKNOWN £26.99
ULTIMA 7 £30.99
ULTIMA 8 PAGAN £24.99
ULTIMA UNDERWORLD 1 + 2 £30.99
ULTIMA UNDERWORLD + WING COMMANDER 2 £30.99
ULTIMA BODY BLOWS £24.99
ULTIMA DOMAIN £24.99
ULTIMATE FOOTBALL £27.99
UNDER A KILLING MOON £33.99
UNIVERSE £33.99
US NAVY FIGHTERS £33.99
WARCRAFT £24.99
WARPLANES BOLUME 1 £33.99
WHO SHOT JOHNNY ROCK £31.99
WILD BLUE YONDER £24.99
WING COMMANDER 1 + 2 DELUXE £30.99
WING COMMANDER ARMADA £27.99
WING COMMANDER 3 £36.99
WINGS OF GLORY £27.99
WOLFPACK £22.99
WORLD ATLAS SIN TOOLWORKS £42.99
WORLD CUP GOLF £27.99
WORLD CUP USA 94 £21.99
WORLDS OF XEEN £33.99
WRATH OF THE GODS £28.99
X-WING COLLECTORS EDITION £33.99
ZEPPLIN £27.99

SPECIAL OFFERS

HARDWARE
PANASONIC 562B CD ROM £129.99 (£110.63 + VAT)
PANASONIC CR562B CD ROM + ENCARTA 94 + MICROSOFT GOLF £199.99 (£170.20 + VAT)
ZIFI PRO STEREO SPEAKERS £40.99 (£34.99 + VAT)
ZI FI STEREO SPEAKERS £34.00 (£28.94 + VAT)
SOUND BLASTER PRO VALUE PACK £74.99 (£63.82 + VAT)
SOUND BLASTER PRO 16 VALUE PACK £89.99 (£76.59 + VAT)

CD ROM TITLES
DAY OF THE TENTICAL £27.99
INDIANA JONES FATE OF ATLANTIS £27.99
MEGARACE £24.99
OUTPOST £28.99
PGA TOUR GOLF 486 £30.99
REBEL ASSAULT £28.99
SAM & MAX £24.99
THEME PARK £27.99
UFO ENEMY UNKNOWN £26.99
DOOM 2 £34.99

PC TITLES
COLONIZATION £25.99
DOOM 2 £31.99
LEMMINGS 2 £14.99
PACIFIC STRIKE £26.99
SAM & MAX £24.99
SIM CITY 2000 £31.99
THEME PARK £26.99
TIE FIGHTER £27.99
TORNADO + MISSION £22.99



NASCAR RACING

PC ZONE RECOMMENDED



Question: What's the difference between a Nascar Racing track and a roundabout on the A217?
Answer: The roundabout's a bit smaller.
(Duncan MacDonald never was very good at making up "jokes" and continues the tradition over the next four pages).

(Above) These are your babies: big hunks of metal ready for some heavy duty smashing.

NASCAR RACING, I always think, is a bit like what happens to electrons inside a particle accelerator: the cars go round and round (and round and round) and then suddenly they all collide with one another, and there's an explosion. Or something like that, anyway. And this brings me to a very important point, right here at the beginning of the review. It's something we'd better clear up, before continuing. You've probably already looked at the score, and will know I've awarded 84. "A slightly stingy mark," you might be thinking, "unless there's something desperately amiss regarding the coding". But there isn't anything wrong with the coding. As you'll no doubt be aware, this game's from the same people who did *IndyCar Racing*, and this time round the graphics and sound are better than ever. So why the lowish score? It's simply this. There are nine tracks to race on, but eight of them are ovals. It's a personal thing, I know, and I admit to feeling a bit of a git for letting it interfere with my logic, but I hate ovals. They're so bloody boring.

"If you're one of the elite few who like racing in circles for nine zillion years, add 10 points to the score."

30 Million Americans...

"*NASCAR* racing is one of the most popular spectator sports in the USA," you might suggest, "and 30 million Americans can't be wrong." But I say 30 million Americans *are* wrong. Or at least... no, let me clarify that a bit. Okay. *NASCAR is* fairly good fun to watch, admittedly, as long as there are plenty of crashes... but to play, in a simulation, it's a different kettle of fish altogether.

For instance you initially have to ask yourself "Why ovals anyway?". And the answer is pretty obvious. It's so that the spectators can see what's going on over the whole racetrack. Fine, I say. No probs there. After all, if someone piles into a wall at 200 mph and gets hurled through the windscreen (on fire), then you'd be a bit pissed off if you missed it. But to sit in front of a computer monitor with your joystick cranked to the 9 o'clock position for an hour or two is something of a yawn. There might be tiny peaks of mild enjoyment every so often, like when you have to squeeze through a gap between a couple of cars or whatever, but for the most part you're going to be in a trance.

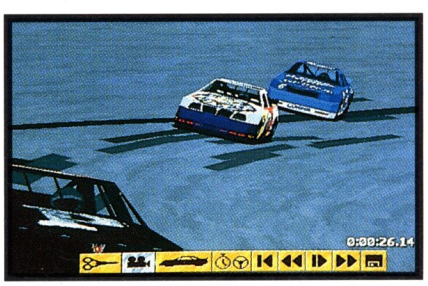
But ovals are cool...

And obviously one man's meat is another man's poison, so it'd be churlish of me to not enclose a "scoring proviso" in the review somewhere. And here it is. If you're one of the elite few who really *do* like racing round in circles for nine zillion years then add 10 points to the final score. It's now become an essential purchase, yeah? And you can go and buy the thing with no

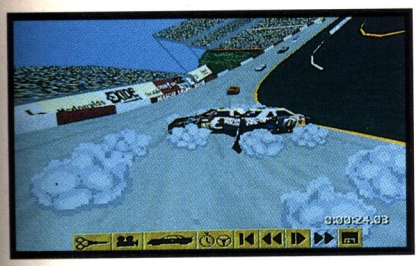
(Below) Coo at the myriad of different camera angles available during the instant replays.











(Above) What excellent luck – time for your wimpy opponent to be hospitalised.

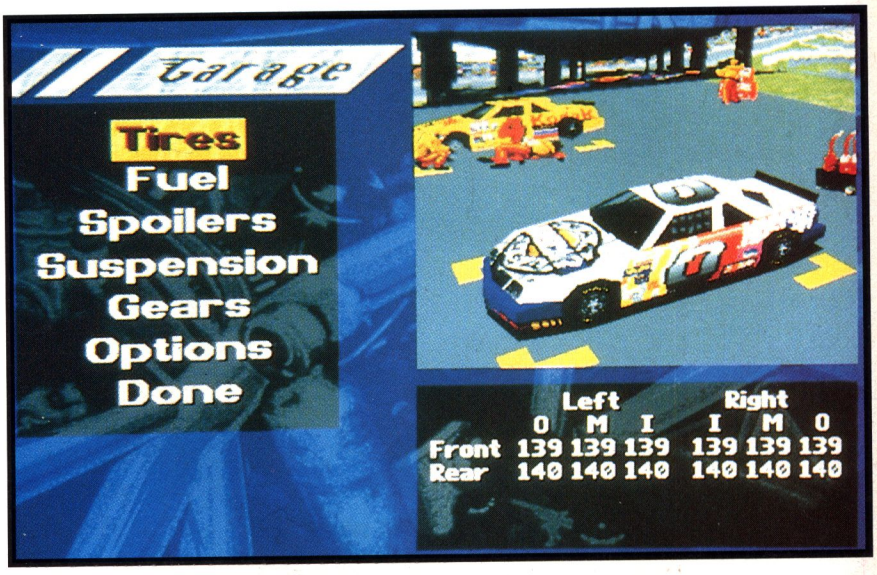
qualms. But for the rest of us the joys of this *NASCAR* simulation are harder to find. However, there *are* some good things about the game, so I'll move up a gear and get positive for a while...

Good thing number one

The driving model is pretty smart. In *IndyCar*, the predecessor, it was all tailslides, spinouts and so on... hypersensitive stuff, and very enjoyable. In *Nascar* things are equally realistic, and also totally different. We're talking massive understeer here. These cars are like anvils on rollerskates. You can feel it through the joystick. They take ages to get up to speed, seemingly longer to stop again, and if you want to change direction you have to send a memo to the front wheels about nine days in advance. This turns overtaking and squeezing through gaps at speed into something of a science, and that's just on the snoozy ovals. So cue Good Thing Number Two...

Good thing number two

The ninth track, the non-oval, is excellent. It's called Watkins Glen, for what it's worth, and this is where *NASCAR Racing* becomes seriously smart. We're not talking Monaco by any means, but we've got several 90 and 45 degree corners, a couple of long gradual turns, plenty of lengthy straights and a nastily placed chicane to boot. And all this takes place on an uppy-downy landscape rivalled only by *IndyCar*'s Laguna Seca. I repeat. It's excellent. And here's the main reason why. Now, on the ovals it's simply a case of getting up to speed and maintaining it while weaving through traffic every once in a while. On some ovals you'll be doing an average of 149 mph. On others that may change to 182 mph. Or whatever. It all depends on the length of the straights, how much banking they've piled up on the turns, and your car set-up. In other words you just steer, and only really need to brake if you've got your line wrong. That sort of thing. At Watkins Glen, however, it's not just the Y axis you're worried about, but also the Z axis. Yup, time to learn how crap Nascar brakes are. And, equally important, it's time to learn how slowly a chunk of metal weighing 2000 tons actually accelerates – once you've finished with the slowing down bit and avoided the wall, that is. Oh, and forget any clever tricks you might have picked up in *Indycar* – using wheelspin and so forth – because in *NASCAR Racing* (and on Watkins Glen in particular) you've got to "aim", and you've got to aim well. And if you aim badly? Actually that's pretty brilliant as well. Go out of control in *IndyCar* and "snap"... blink once and you missed the crash. At Watkins Glen though, due to your often being forced down to speeds around the 100 mph mark, you really feel for what's about to happen during a cock-up. Do you steer? Do you brake? You have about two seconds to take it in. If you've ever been in a fairly hefty real-life road smash, you'll know what I mean... it's like the "Oh no, everything's gone into jerko-vision" gig. You know? The inevitable is about to happen and all you can do is look at all the pretty pictures flashing before your eyes and wonder what you're going to be re-incarnated as. The moral: crashing at average speed is somehow more pant-wetting than crashing at high speed. (Unless you're on an oval, in which case you *will* be at high speed).



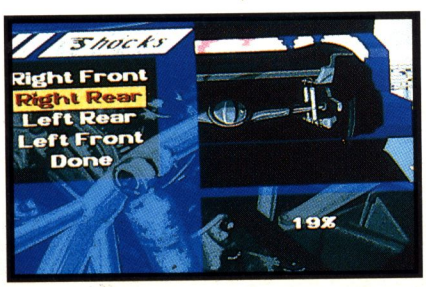
(Above) At the Garage – no faffing around looking for poncey unleaded, just sheer mega motor indulgence.

"Bugger your bumper, crumple up the trunk, watch your wheels flying off – it's the whole nine yards."

Good thing number three

The graphics are jolly splendid, super dooper, fabby-doo and beyond. But you can see that, and would expect nothing less from the *IndyCar* people. The main difference between *NASCAR* and *IndyCar*, however, is the in-car view. In *IndyCar*, that was all you got: the in-car view, looking through the driver's eyes as it were. (If you wanted another view you had to go to the instant replay.) In *NASCAR*, though, there are a further two views... (a) just behind the car, and (b) a bit further behind the car and up a bit. If you've played *Daytona* or *Ridge Racer* in the arcades you'll know how useful these exterior views can be when it comes to orientating yourself or taking out the car immediately behind you. And, in the case of *NASCAR*, it also means that when you've squeezed through an impossibly small gap you don't need to pause and check it out on the instant replay, because you've just seen it, realtime. (Although having said that, the temptation to see it a second, third and fourth time is irresistible – so you probably *will* go to the instant replay. But you know what I mean.) Oh and while I'm on the graphics, I suppose I'd better mention that there's an SVGA mode... but as far as I'm concerned the VGA/SVGA option should be retitled thus: "Do you want the game to run fluidly and a bit blocky, or do you want it to be sharply defined ☞

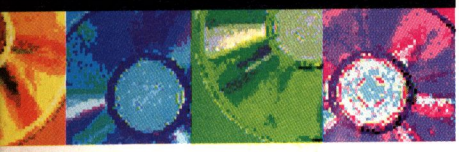


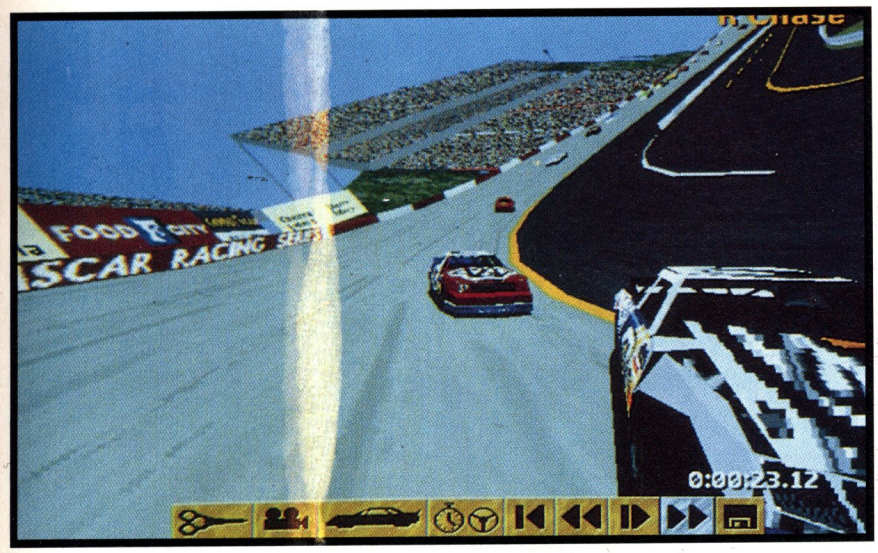






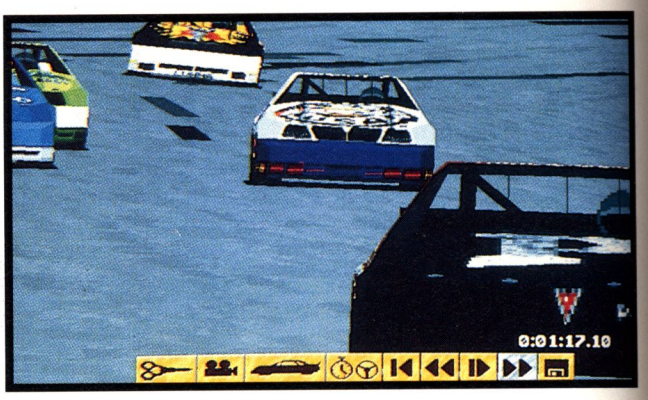
NASCAR Racing





(Above) Whipping round a hairpin bend will give you turbo crashing power.

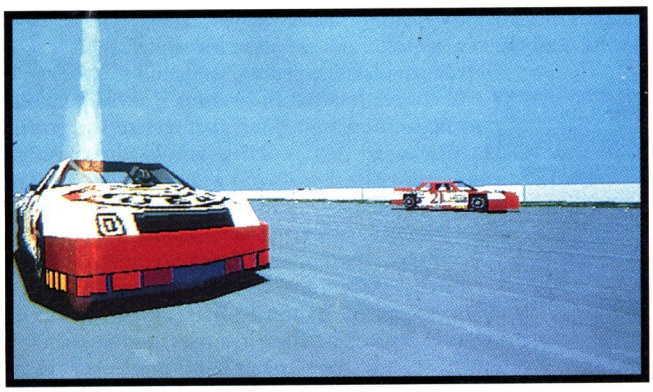
(Below) Going hammer and tongs for the ultimate pile-up.



☞ and jerk about like a bluebottle on angel dust?" Maybe you've got a liquid nitrogen cooled Pentium nine trillion Mhz Ninja Bastard Piss Off And Die machine, so who am I to cast stones?

Good thing number four

The crashes. And that's what it's all about, isn't it, this *NASCAR* malarkey. Forget the old adage "it's not about whether you win or lose, it's how you play the game", and substitute it with "it's not about whether you win or lose, it's about how spectacularly your car comes apart." And in *NASCAR* your trusty vehicle really does come apart. Smash into the car in front hard enough and your bonnet (or should we say "hood") buckles up, obscuring your view slightly. Bugger your bumpers, crumple up the trunk, watch your wheels flying off. The whole nine yards, basically. The only thing that's missing is the "follow crash victim to hospital" option, whereby you could sit in the ambulance and watch the paramedics trying to stop his head bleeding, followed by a birds-eye view of the operating table as the surgeons amputate his feet. Hell, you could even jump in yourself and remove a spleen or something. But I'm letting my imagination run away with itself. Suffice to say that the car damage is well implemented... and as long as it's not too severe you can sometimes even recover and continue racing. Indycars are made of tissue paper, balsa wood and glass. Nascars are made of lead, rubber and plasticine. Enough said.



Good thing number five

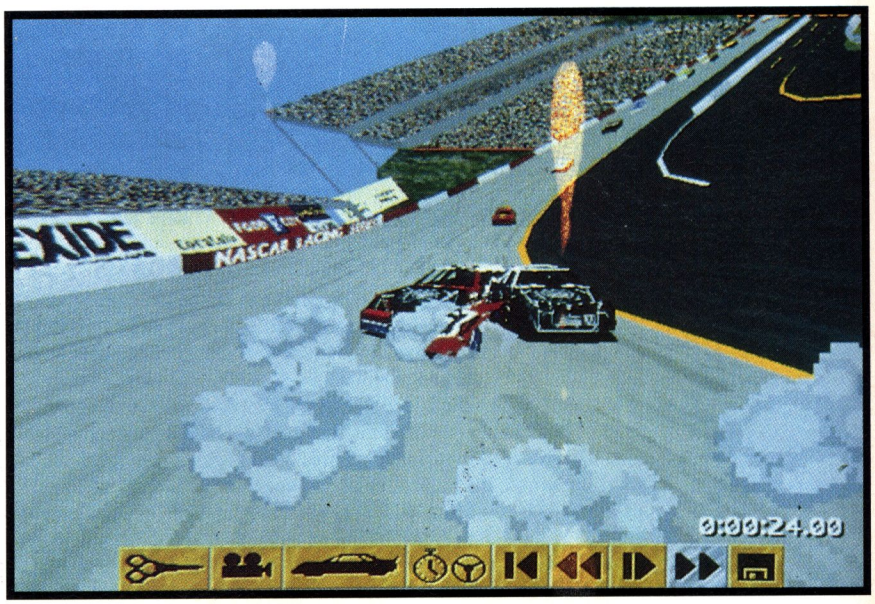
Parking. It's a new game I've discovered. We've all done the "going the wrong way round the track" thing in *IndyCar*, and it's as much fun here in *NASCAR*. But there's more. And, like I said, it's "parking". Choose the Practice option, and you start in the pits. In front of you are a number of other Nascars, each separated by just over a car length (you can alter the size of this gap by decreasing/increasing the number of competitors). But here's the aim of the game. Stopwatch on. Pull out, zoom forwards, and reverse into a parking spot in under 10 seconds. And the more damage you do the better, as long as it looks good. Personally I try to imagine Stevie Wonder parking a turbo-charged articulated lorry in central London. Excellent fun.





NASCAR Racing





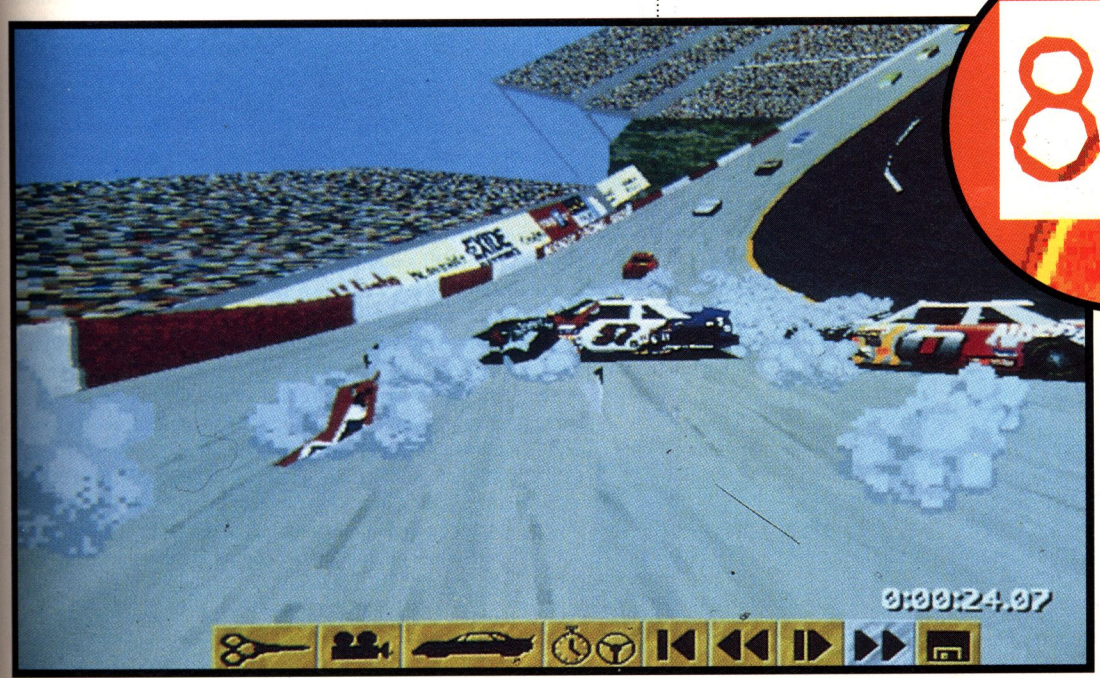
(Above) Smaaart - get out and check out just how much damage you've inflicted.

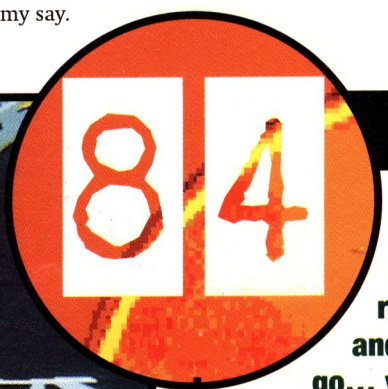
That's all, folks

So there we have it. *NASCAR* is completely brilliant apart from the fact that eight ninths of the courses – in my book – are monumental yawnfests. They're great for the crashy bits and instant replays, but if you want to go for a 100% race distance in what amounts to not much more than a glorified circle, then there's obviously something very wrong happening in your brain. The one "proper" track, however, is smart – and can be enjoyed on all levels of consciousness, from anorak up. One final whinge I've got to make though (and this is true of *IndyCar Racing* as well) is the joystick configuration stuff. Okay, I realise that these games are aimed first and foremost at the Yanks who don't know how to change gears in cars and rely on a rubber belt to do the work for them, but why (oh why) didn't Papyrus mimic Geoff Crammond's system from the fab *Formula One Grand Prix*? Acceleration and braking, forward gear changes and reverse, all accessed through the one joystick? Or at least include the *option* to do so... for all us people without those poncey steering wheel and foot pedal add-ons? I don't know, it really makes me want to barf. Moan moan moan. There's nothing wrong with copying some-one else's system if the system in question is as good as it gets. Everyone these days is doing their version of *Falcon 3*'s original Padlock View in flight sims, aren't they? And they don't get slagged off for it, do they? No, they don't. Anyway, time for my final, final say – and it's as follows. *NASCAR* (the game) is brilliant and also boring, in roughly equal proportions once you've evened everything out and taken away the first number you thought of. The Americans may just about rule the world (if you pretend Japan doesn't exist), but here in good old post-colonial Blighty we have a motor-sport called Touring Cars: slightly souped up road-cars zapping around "proper" circuits with about one pile-up per lap virtually guaranteed (often involving a Volvo). And a standing start, too, to add to the smash 'n' crash action. Everything *NASCAR*'s got and more. If Papyrus simulaed that, they'd have a game and a half. Add some "management" bits and they'd have, er, two games.

> "Nascar is brilliant apart from the fact that eight ninths of the courses are monumental yawnfests."

As it stands, they've got a ninth of a game and eight ovals. Nevertheless, at the end of the day I fully expect *Nascar* to hit the number one spot. And I understand why it will, but at least I've had my say.
(Oh shut up. Ed.)

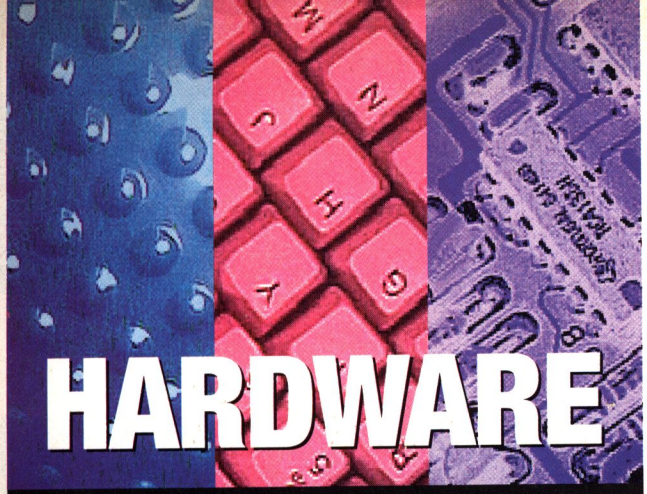




SCORE

Round and round and round and round (and round and round we go... yawn).

Minimum Memory: 4Mb
Minimum Processor: 386 (486/Pentium recommended)
Graphics Modes Supported: VGA/SVGA
Sound Cards Supported: All major sound cards
Controls: Keyboard/Joystick/Thrustmaster T1
Price: £44.99 **Release Date:** Out now
Publisher: Virgin **Tel:** 081 960 2255



HARDWARE

REVIEWS

F-16 FLCS

On first meeting the F-16, Simon Bradley's eyes literally popped out of their sockets and his jaw didn't just drop, it plunged. "Its... so... big... and buttony... and *so*... ugly. Let me at it!" he cried. So we did.

SOMEWHERE IN Saint Louis, Missouri, there is a man. No ordinary man. This man designs controls for aeroplanes. In fact, he designed the side-stick controller in the F-16. That's why he's in Saint Louis, 'cos that is where Lockheed General Dynamics build 'em. This guy is clever. Really clever. He also has enlarged metatarsal groups with highly-articulated digits. In other words, his hands are enormous and his fingers bend sort of funny like. I know this is true, because the new Thrustmaster F-16 FLCS is an exact replica of the real thing. And it is bloody huge. And covered in buttons. In fact, if you were to be really pedantic, you would describe this device as one dirty great big joystick with four, yes four, little joysticks and four buttons on it. You will, I'm sure, be gratified to know that it comes with a disk so that you can download specific instruction sets to it. In fact, I reckon that with a little tweaking I could throw away my keyboard and just use the stick to type and everything.

If you thought the Mk2 WCS was too complicated, you're gonna hate this. If, however, you thought that the HOTAS concept, which was made possible for us armchair pilots by the development of Thrustmaster gear, was the Doberman's doobries, then you'll be smashing your piggy bank open at this very moment. And you won't be disappointed. Much.



SCORE 90

Product: F-16 FLCS

Manufacturer: Thrustmaster

Distributor: RC Simulations (071 636 7099)

RRP: £199.99

A wee history lesson

For those of you who aren't that familiar with Thrustmaster gear, allow me to fill you in on its general background. The original Thrustmaster set consisted of the FCS, a joystick modelled after that in the F-4 Phantom, and complete with a "coolie hat" on top (which is a sort of mini joystick used for trimming the real aircraft) and four buttons. It was paired with the WCS – a throttle with seven further buttons and a rocker switch. Together, this combination allowed you to do almost all the essential keyboard presses, including controlling views with the coolie hat, without taking your hands of the controls at an inopportune moment. It was configured with DIP switches and was really rather good. Now, evolution stops for nobody, though, least of all in the electronics industry, and the WCS soon begat the WCS2. Similar but better, the WCS2 had a memory and could be configured from a download file to run with pretty well anything. Better still, it allowed you to configure the buttons, both on it and the new improved FCS, to do what you wanted. Later came rudder pedals, and the whole kit was complete.

The chip in the WCS2 is clever enough that a keen user can program a button to do more than one thing. For example, pressing button "1" on the WCS will fire flares and chaff. Three times. Pressing button "5" will lock up a target and do an IFF check on it. But if you move the rocker switch to a different position, these become controls for wheelbrakes, flaps and gear. Neat, huh? Other enhancements to the FCS included a massive up-rating of the springs in the base to give a much stiffer action, and the adoption of a particularly agricultural-looking black aluminium base.

The end result was a functional but pretty impressive looking set of real aircraft controls that did everything you could possibly want, but cost a packet.

Looks aren't everything

The F-16 FLCS follows on in this noble tradition. Pretty is not a word which springs readily to mind. Big certainly is. Like all Thrustmaster gear, this stick oozes quality from every screw, although the plastic of the stick itself is a little shiny and the base is no longer metal. The biggest change, which will be instantly noticed by afficionados, is that the open throat is gone, replaced by a rubber cover that looks like it belongs in the cockpit. (Guess why). The usual long, heavy-duty cable with proper screw connectors is present, and the overall effect is that of a serious piece of kit. The abundance of knobs and buttons means that you have a total of, wait for it, 58 different button commands available (using the WCS2 as well) without touching the keyboard.

As far as actually using this beast goes, all I can say is that it is brilliant. The action is far smoother and a little stiffer than the original FCS without needing to be bolted to the desk like the Pro FCS does. The buttons do everything you could possibly ask, and then some. Although it has to be said that the programs provided could probably be improved upon. The manual is pretty good and installation is a piece of cake.

All in all, I have got to say that this is probably the best, most complicated and generally excellent stick I've ever used for a flight sim outside of the military. But it is really pretty crap for arcade-style games as it is just too big and cumbersome.

Is it worth £200? Depends on how much of a propeller head you are. But I'll probably buy one. With my own money, too, so it can't be bad, can it?



Gravis Phoenix

As nobody else would be seen dead leaving the building with the Phoenix for fear of losing their street cred, Gareth Ramsay offerred to review it. (*'Cos he never had any in the first place. Ed.*)

CALL ME A CYNIC if you will. I am. But it's true – this joystick is marketed at one category of people, and one alone... the anorak brigade (and usually alone, too). These folk are a breed unto themselves and I have a picture in my mind that sends shivers down my spine. Brrrr.

Picture a room, a bedroom. The walls are tarnished with a mixture of dated *Dr Who* and *Star Trek: The Next Generation* posters (occasionally signed) on top of the old, browning, Noddy wallpaper that the anorak bloke had as a kid (he still lives at home). Next to the thermos flask and the satchel sits the PC – a 486SX25 (all he could afford on the wages the library pays him). This PC is his social life via the umbilical cord to the phone lines, where every night on Compuserve he meets his "friends" in the Gamers' Forum. Behind the door, atop a lowly peg, reflector straps on the sleeves sits (for it's the home of "he") the anorak.

HOW many buttons?

This, for want of a better word, joystick, has to be seen to be believed. The picture simply doesn't do it justice. As big as a keyboard (which, in essence, it is), its length is straddled with an assortment of button groups, each button capable of representing a keypress. With no less than 24 programmable buttons you'd think Gravis would have the trainspotters slavering, but no... they've gone even further! Set one button aside as a "shift" key and you can now give the remaining 23 buttons two keypresses each. Forty-bloody-six! The actual stick alone has eight buttons, two of which are triggers – eight would do me fine, but 46? I ask you.

The layout of this beast has been cleverly arranged with a sort of mouse-type thingy, down at the far left – this is the throttle/rudder unit. A swivel to the left/right can be assigned to replace your flight sims rudder controls, and sliding forward and back can replace your throttle. All this is yours – provided your game card supports two joysticks, that is.

So how does it work?

Attached to the joystick, you'll find a sort of "Y" split lead. This has a joystick plug on one end for your game-port and the other end has a splitter for your keyboard's plug attached to it. This allows connection of both your keyboard and the Phoenix into the one keyboard socket.

Installation could not be simpler. Install the floppy supplied and run the software. A picture of the joystick is displayed showing all the buttons. Mouse click on one of the buttons and enter the new keypress. Simple. Save the file and it can be used in the future.

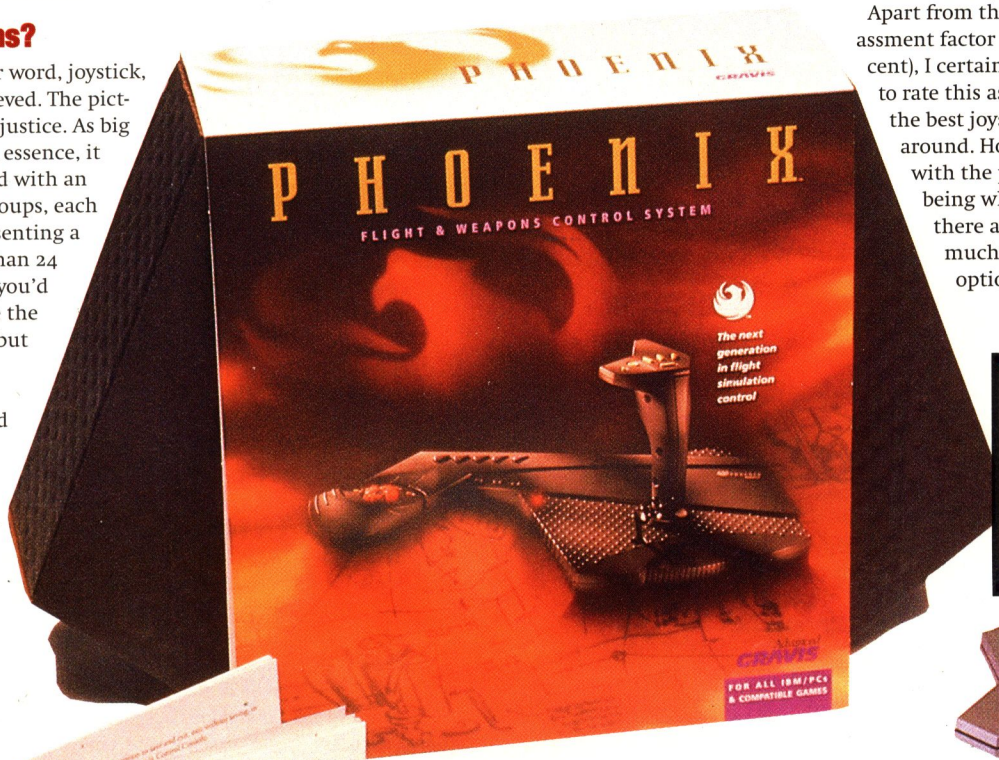
And performance?

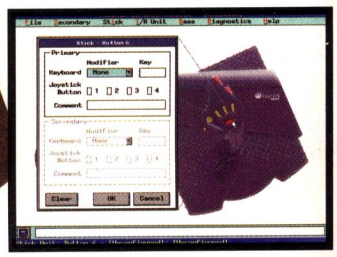
There's not much to be said here apart from I could not find much fault with it. It behaved excellently wherever I took it... *Tie Fighter, Tornado* – brilliant. Build quality is superb, it's sturdy and has a robust feel.

Apart from the embarrassment factor (100 per cent), I certainly have to rate this as one of the best joysticks around. However, with the price being what it is there are many much cheaper options.

SCORE 90

Product: Phoenix
Manufacturer: Gravis
Distributor: Zye Technology (0293 538666)
RRP: £119.99









(Below) Definitely one of the most user-friendly set-ups we've ever seen.



VR Head



SCORE 74

Product: VFX1 HMS

Manufacturer: Forte

Distributor: Zye Technology (0293 538666)

RRP: $1,000 (Around £800)

THE WAITING IS finally over. No longer do you have to spend a fortune to go on virtual reality arcade machines, now you can turn your PC into one. Yep, now you can *really* run around the levels of *Doom*, scare the shite out of your granny whenever she comes round, and look completely stupid, safe in the knowledge that no-one else will be watching (unless you let them, that is).

First up and available right now is the CyberMaxx (shown right) from USA VR-specialists VictorMaxx Technologies. Hopefully coming within a few weeks (although the launch date keeps getting put back) is the VFX1 from Forte – the guys who designed the Ultrasound boards for Gravis. Both companies are in the same markets, so I've decided to compare their systems feature for feature.

Designer head gear

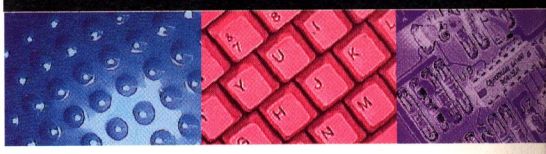
The first noticeable difference is the design of the headsets. The VFX1 is a little like a helmet with lift-up visor, while the CyberMaxx looks more like a pair of large goggles. Both are adjustable and designed to fit all head sizes, but of the two the former wins out by a long way. It's much more substantial, looks the part, and, most importantly, feels a lot more comfortable, even if it does weigh twice as much as the 14oz CyberMaxx. Both have headphones built-in by the way, although only the VFX1 includes a microphone.

The same screen technology has been employed by both companies. Each of the headsets contains two independent 0.7in colour LCD displays with focus adjusters, which when viewed create a single image.

Despite the similarities in the screen technology, the maximum resolutions vary. The CyberMaxx offers 480x250, while the VFX1 is slightly better at 505x230. Obviously this isn't enough to display VGA (640x480) or SuperVGA (800x600) games, although keep in mind that many titles, including *Doom*, run at 320x200. What can't be denied is that a game running at this resolution can look very pixelated through a VR headset (reading text is particularly difficult). Filters help a little but with the low-resolution of the screens and the poor contrast offered by LCD screens, there's no way that you're going to be fooled into thinking that what you are viewing is "real". In fairness, though, neither system is as far behind the Virtuality arcade machines as you might expect.

Aside from the resolution, an important aspect is how much of your field of view is covered by the screens. The CyberMaxx wins here, offering 62 degrees horizontal and 54 degrees vertical, compared with the 46.4 by 35.2 of the VFX1, but, again, neither is perfect – if you aren't focused on the action you'll see gaps around the screen.

Each of the companies has used different methods for interfacing the headsets with a PC. The CyberMaxx connects to the VGA output, a serial socket and audio out of your computer and to a power supply, all via a small box which can be clipped onto a waistband. The VFX1 uses similar connections (bar the power supply) but you need to install the supplied interface card. Both have video thru-ports, so you can have the display



The coolest peripheral for your PC or just a very expensive hat? Warren Chrismas puts the first virtual reality helmets in the country to the test...

to Head



SCORE 66

Product: CyberMaxx
Manufacturer: VictorMaxx
Distributor: ZCL (Calculus) (0543 419999)
RRP: £586.33

on your monitor and through the VR headset simultaneously. The CyberMaxx headset also has the added bonus of accepting a standard video input from a video cassette recorder or console system.

Both units have built-in tracking across the yaw, pitch and roll axes, so just about whichever way you turn, tip, raise or tilt your head, the screen image changes accordingly. Only the VFX1 comes complete with a dedicated controller, though. Called a CyberPuck, it's essentially a free-floating joystick which works on the pitch and yaw axes. When you want to walk forwards in a virtual world, for example, you tilt the CyberPuck forwards; when you want to fire, you press one of the 18 programmable buttons. The overall experience of using the VFX1 in conjunction with the CyberPuck is very close to that of using an arcade VR system. The CyberMaxx suffers a great deal in this area, as in contrast you are expected to use a standard joystick, mouse or, get this, a keyboard – not exactly convenient when you're turning 360 degrees.

Software support

It's too early to say which system is going to get the best support from software houses. Both manufacturers claim that they are backed by all the big companies. The VFX1, though, will work on a basic level with some existing software (including *Doom*) by emulating mouse control where the CyberMaxx requires patches, direct support or the use of TSR (terminate and stay resident) programs.

The CyberMaxx comes with a stereoscopic ghost train simulator, a virtual world development tool, VR Slingshot – a two-player (!) cybersports game – and a copy of Electronic Art's *System Shock* on CD-ROM. The latter actually looks pretty terrible through the CyberMaxx – the environment is often very dark, you can't read the text on-screen and selecting key commands is nigh-on impossible. But that's VR for you. Forte have yet to confirm what software it will be bundling.

Costly fun?

So that's covered all the basics, let's talk money. Are you ready for this? The CyberMaxx will set you back around £585 (inc. VAT), while the VFX1 costs $1,000, which should convert to about £800 to £900 (inc. VAT). Gulp.

Which would we go for? You want the truth? Neither of them, unless we happened to win the lottery, because frankly we can think of much better ways to blow our pocket money. Both can be fun to use in the short-term but are very tiring on the senses (especially the eyes) after playing for just a few minutes.

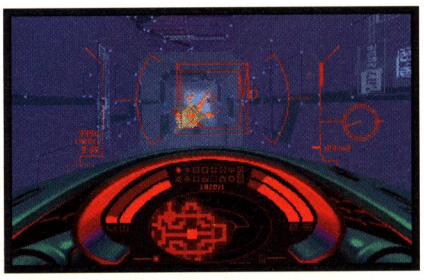
VR *Doom* is brilliant, especially with the VFX1 (thanks to the CyberPuck) and there's no doubting that you really do feel that you are "there". But using a VR headset makes games much harder and we really don't feel that you'll be playing hour after hour with a headset on. We certainly didn't want to.

In short, owning a VR helmet is a great pose – you're friends will love it. There's no doubt that you'll love it too... at least for a while. However, once the novelty wears off (and believe me, it will) you'll soon be wondering why you wasted your money.

Take our advice: wait until decent game support is guaranteed and the screen technology has improved. Just as importantly, though, wait until the prices come down.







(Bottom Row, left to right)
The ultimate VR game? Yeah, sort of, except you can't look up or down, and you shoot in the direction that you're facing – you've effectively got a gun in your head.

System Shock VR – Dark (so dark you can't see anything) and moody (well, you will be when you realise you can't read the text or hit the right keys).

Inferno is an ideal VR game – with a headset on you can look all around you. Expect lots of flight and space sims to support VR.



SCORE 50

TVGamer

Product: TVGamer
Manufacturer: Vine Micros Ltd
Distributor: Vine Micros Ltd (0843 225714)
RRP: £49.99

TVGamer raises the question: does size make a difference, or is it quality that really matters? We asked David Mathieson – someone who has both quantity *and* quality and is, therefore, unbiased – to weight up the pros and cons...

WHEN IT COMES to visuals, everybody loves hugeness, as you're no doubt aware if you've ever sat watching a video with someone who's already seen the film at the cinema. "It was so much better on the big screen", and "You felt as if you were really there, being attacked by real giant radioactive hamsters", are typical of the tedious comments that arise at such moments. In their defence, such bores do have a point, and the same argument applies to games. Unless you are fabulously wealthy, however, and able to afford 21" monitors and the like, the best that you're ever likely to get is a small square something less than 11" across in which to immerse yourself.

The TVGamer attempts to expand your gaming world by letting you use your humble old telly as a monitor, and as your average TV is a lot cheaper, £50 spent this way seems like something of a bargain. The catch is, of course, that TVs are cheaper than monitors because monitors give a much better picture, and work in higher resolutions. But since most PC games only work using standard VGA, this shouldn't be too much of a problem.

The other thing that needs to be taken into account is that the TVGamer doesn't connect to the standard aerial socket on your telly but uses a SCART (or Syndicate des Constructeurs d'Appareils Radio Recepteurs et Téléviseurs, as our French cousins would say) connector instead. These can be found on most modern TVs and videos, but it's worth making sure before splashing out.

Theory v Practice

Right, that's the theory out of the way, but does it actually work? Installation is simply a matter of plugging the thing in, connecting it up to your telly and PC and copying a driver onto your hard-disk. Once you've done all this, you boot-up your PC, activate the driver (which takes up 20K of valuable memory), hit some keys, and up pops the DOS prompt. This is fine if you want to play text-based adventure games and are, therefore, a complete saddo, but the rest of us want fabby 256-colour explosions and the like, and it is in this realm that the TVGamer's limitations become exposed. First of all, I couldn't get any picture on any of the games that I tried. After a quick phone call to Vine Micros it transpired that the signal coming out of the PC's has to be at 60HZ or less for the TVGamer to work (which is fair enough, as TVs all work to 50HZ anyway).

After fiddling about, I did manage to get a signal, and then immediately realised why I hate playing console games so much – the picture on a bog-standard telly is nowhere near as good as a monitor, with the colours all washed into each other and "ghost" images everywhere. It was Okay for shoot 'em ups, as you don't really have to focus to play these, but anything with text or fiddley little displays was a real eye-strainer, and you'd be much better of with a monitor, no matter how small. To be fair to Vine, though, this problem is unavoidable, as no amount of trickery can turn a telly into a 21" monitor.

While the TVGamer works fine, it isn't a magic solution to the problem of a weeny screen, and if you are moderately fussy or value your eyesight at all, you're going to have to save up your pennies for a big monitor instead.

under new management we do not charge credit cards until day of despatch

DIRECT SOFTWARE

Regular FREE giveaways No membership needed

DEPARTMENT PCZ02SC, 36 BENBOW COURT, SHENLEY CHURCH END, MILTON KEYNES MK5 6JG
TELEPHONE ORDER LINE – 01-908-379550 FAX: 01-908-277142

PC TITLES

Aces of the Deep	£25.99
Across the Rhine	£27.99
Aegis Guardian of Fleet	£30.99
Alex D Ice Hockey	£25.99
Alien 3	£19.99
Alien Olympics	£15.99
Alone in the Dark 2	£25.99
Alone in the Dark + Jack	£25.99
Alladin	£19.99
American Football	£22.99
Another World	£11.99
Arcade Pool/Overdrive	£12.99
Armour Geddon	£24.99
A Train + Construction Kit	£14.99
Award Winners 2	£22.99
Award Winners 3	£22.99
Banshee	£19.99
Bat 2	£24.99
Battlebugs	£25.99
Battles of the South Pacific	£28.99
Battle Isle II	£24.99
BC Racers	£22.99
Beneath a Steel Sky	£20.99
Betrayal at Krondor	£25.99
Big Sea	£19.99
Bloodnet	£24.99
Bloodstone	£11.99
Body Blows	£11.99
Body Count	£19.99
Breach 3	£25.99
Burning Rubber	£19.99
Campaign 2	£19.99
Cannon Fodder 2	£22.99
Captive 2	£22.99
Carrier Strike	£24.99
Celtic Legends	£21.99
Championship Manager	£18.99
Champions of Krynn	£19.99
Champ Manager Compendium 2	£19.99
Champ Manager Italia	£16.99
Champ Manager Italia Data	£15.99
Chess Maniac	£22.99
Chess Master 4000 Turbo	£22.99
Civilisation	£23.99
Classic Collection: Access	£15.99
Classic Collection: Lucas	£19.99
Classic Collection: Velocity	£19.99
Club Football	£19.99
Colossus Compilation	£14.99
Combat Classic 2	£22.99
Commanche Maximum Overkill	£24.99
Commanche & Missions	£25.99
Cool Spot	£19.99
Cool World	£5.99
Cosmic Spacehead	£16.99
Crystal Maze	£25.99
Curse of Enchantia	£11.99
Cyberace	£9.99
Cyberspace	£22.99
Cyberwolds	£17.99
Dangerous Streets	£16.99
David Leadbetters Golf	£12.99
Dawn Patrol	£28.99
D Day	£23.99
Defender of the Empire	£12.99
Delta V	£26.99
Demongate	£20.99
Dennis	£19.99
Desert Strike	£20.99
Detroit	£23.49
Diggers	£22.99
Dog Fight	£12.99
Doom	£22.99
Doom 2	£29.99
Dracula Unleased	£30.99
Dragonsphere	£27.99
Dawn Patrol	£28.99
Dr Brain 2	£26.99
Dreamlands	£18.99
Dreamweb	£28.99
Dune 2	£10.99
Dungeon Master 2	£25.99
Earth Siege	£25.99
Elder Scrolls	£25.99
Empire Soccer	£16.99
Epic	£20.99
European Champions	£18.99
Evasive Action	£20.99
Even More Incredible	£25.99
Excess Denied	£22.99
Explorer	£25.99
F1	£18.99
F14 Fleet Defender	£27.99
FA Premier League Football	£18.99
Fantasy Football	£19.99
Fatal Strokes	£22.99
Fatman	£16.99
FIFA Soccer	£24.99
Flight Wing	£31.99
Flight Sim 4	£34.99
Flight Sim Tool Kit Deluxe	£31.99
Formula 1 Team Manager	£29.99
Football Glory	£19.99
FPS Baseball	£25.99
Freddy Pharkas Frontier Pharmacist	£24.99
Frontier (Elite 2)	£24.99
Fun School 4 (5-7)	£16.99
Fun School 4 (7-11)	£16.99
Fun School 4 U5	£16.99
Fun School Time (8-11)	£19.99
Fun School Space (6-9)	£19.99
G. Gooch World Cricket	£19.99
Genesia	£21.99
Global Domination	£24.99
Goblins 3	£24.99
Grandest Fleet	£27.99
Grand Prix & Microprose Golf	£29.99
Grandslam 2 Wind	£28.99
Great Naval Battles	£9.99
Hanna Barbera Anim Workshop	£29.99
Hannibal	£19.99
Hardball 4	£22.99
Harpoon (Windows)	£19.99
Harrier Hayes	£28.99
Heirs to the Throne	£27.99
Helmdall 2	£23.99
Hired Guns	£24.99
Hokum KA-50	£25.99
Horrondest Fleet	£28.99
Incredible Machine 2	£22.99
Incredible Toons	£24.99
Inferno	£28.99
Innocent Until Caught	£23.99
Ishar 3	£21.99
Italia Data Disk	£9.99
Jet Strike	£16.99
Jetfighter 2	£30.99
Jimmy White's Whirlwind Snooker	£9.99
John Madden 2	£18.99
Jungle Strike	£20.99
Kick off 3	£19.99
Kingdom	£25.99
King Maker	£23.99
Kings Quest 6	£27.99
Kokum Ka-So	£25.99
Krusty's Funhouse	£18.99
Krusty's Fun School	£18.99
Kyrandia 2	£22.99
Lambourghini	£19.99
Lands of Lore	£22.99
Legand	£20.99
Legions	£22.99
Legions (Windows)	£22.99
Lengend of Myra	£9.99
Leisure Suit Larry 6	£26.99
Links Prairie Dune	£16.99
Lion King	£22.99
Litil Divil	£14.99
Lode Runner	£22.99
Lode Runner (Windows)	£22.99
Lords of Midnight	£22.99
Lands of Lore	£22.99
Lords of the Realm	£25.99
Lost in Time	£25.99
Lotus 3	£19.99
Maelstrom	£25.99
Magic Boy	£16.99
Magic Carpet	£28.99
Man United Premier Champ	£17.99
Mario is Missing	£25.99
Mario Teaches Typing	£25.99
Mario's Time Machine	£25.99
Masters of Magic	£28.99
Master of Orion	£27.99
Match of the Day	£19.99
Mavis Beacon Teaches Typing	£7.99
Mean Arenas	£19.99
Mercenaries	£19.99
Micro Machines	£18.99
Microprose F1 Grand Prix	£25.99

TOP TITLES

B-Wing	£13.99
Champion Manager 94 Addition	£6.99
Championship Manager 93	£19.99
Chaos Engine	£19.99
Dark Legions	£22.99
Darksun	£28.99
Day of the Tentacle	£26.99
Doom	£22.99
Doom 2	£29.99
Doom Data Disk 3	£9.99
F14 Fleet Fighter	£27.99
Fields of Glory	£27.99
Fifa Soccer	£24.99
Flashback	£14.99
Flight Simulator v5	£25.99
Football Pro	£25.99
Gabriel Knight	£24.99
Goal	£19.99
Grand Prix	£28.99
Imperial Pursuit	£12.99
Indy Car Racing	£19.99
Indy Car Track pack	£9.99
Jurassic Park	£22.99
Lemmings 2	£12.99
Links 386	£28.99
Links Firestone VGA	£15..99
Mavis Beacon Teaches Typing	£7.99
Monkey Isle 2	£21.99
Micromachines	£18.99
Mortal Kombat	£20.99
Pinball Dreams	£21.99
Pinball Fantasies	£21.99
Police Quest 4 – Open	£24.99
Premier Manager 2	£7.99
Return to Zork	£28.99
Scrabble	£19.99
Sensible Soccer 92/93	£14.99
Settlers	£24.99
Sim City 2000	£23.99
Simon The Sorcerer	£24.99
Streetfighter 2	£9.99
Strike Commander	£26.99
Striker	£19.99
Tacticval Manager Eng	£22.99
TFX	£22.99
Theme Park	£25.99
Tie Fighter	£27.99
Tornado	£25.99
Turning Points	£22.99
U-F-O	£28.99
Ultima 8	£19.99
Ultimate Underworld 2	£25.99
X-Wing VGA	£27.99
Wing Commander	£10.99
Zool	£9.99
Zool 2	£16.99

BLANK DISKS
20 @ £11.00
50 @ £16.00
100 @ £30.00
250 @ £70.00
Prices are for UK mainland only
Prices Inc P&P

Doom 1 £22.99
Doom 2 £29.99

DSHD Blank Disks
20 @ £14.99
50 @ £22.00
100 @ £40.00
250 @ £90.00

BENEATH STEEL SKY £21.99

Ultima 8 £19.99

Doom Data Disk Vol 1 (40 extra levels)
Doom Data Disk Vol 2 (Another 40 levels)
Doom Data Disk Vol 3
£9.99 EACH OR ALL 3 FOR £21.99!!

DIRECT SPECIAL BARGAINS

Brutal Sports Football	£5.99
Cannon-Fodder	£10.99
Champ Manager Soccer Data	£7.99
Cool World	£5.99
Doom Data Disk (extra 40 levels)	£9.99
Dvorak Teaches Typing	£7.99
Flashback	£14.99
Flight Sim 4 Scenery Disk	£14.99
Indy Fate of Atlantis (Action)	£9.99
Kings Quest 5 (Bundle)	£12.99
Legacy	£12.99
Lemmings 2	£12.99
Life & Death 2 (Bundle)	£7.99
Mavis Beacon Teaches Typing	£7.99
Nick Faldo Champ Golf	£12.99
Patriot	£14.99
PGA Golf Plus	£9.99
Police Quest 3	£10.99
Premier Manager 2	£7.99
Seal Team	£13.99
Sim Life	£7.99
Sink or Swim	£6.99
Special Forces	£9.99
Space Quest 1	£9.99
Titus the Fox	£9.99
Ultimate 8	£19.99
Wing Commander (Bundle)	£9.99
World Atlas 4.0	£12.99
Zool	£9.99

PC TITLES

Microprose Golf (David Leadbetters)	£16.99
Milenium Return VGA	£21.99
Mr Blobby	£12.99
Nascar	£25.99
Navy Strike	£28.99
New York Scenery	£15.99
NFL Coaches Club Football	£25.99
Noddy's Big Adventure	£19.99
Noddy's Playtime	£19.99
Omar Sharif's Bridge	£21.99
On the Ball	£22.99
On the Ball League Edition	£22.99
Oregamo	£27.99
Outpost	£25.99
Overdrive/Arcade Pool	£12.99
Overlord	£27.99
Pacific Air War	£27.99
Pacific Strike	£27.99
Pacific Strike Speech Acc Pk	£12.99
Pacific Worlds	£23.99
Perfect General 2	£21.99
Perfect Trilogy	£27.99
Pinball Dreams 2	£12.99
Pirates of Gold	£22.99
Pizza Tycoon	£28.99
Populous & Promised Lands	£10.99
Populous 2+	£25.99
Powerdrive	£19.99
Powerslide	£25.99
Power Tactics	£19.99
Powergame 2	£22.99
Powermonger	£11.99
Prince of Persia	£10.99
Prince of Persia 2	£24.99
Private Righteous Fire	£12.99
Privateer	£29.99
Project X	£12.99
Psycho Pinball	£22.99
Quarantine	£25.99
Quest for Glory 2	£13.99
Quest for Glory 4	£24.99
Ragnarock	£24.99
Rags to Riches	£25.99
Railroad Tycoon	£12.99
Railroad Tycoon Deluxe	£24.99
Reach for the Skies	£23.99
Realms	£9.99
Realms of Darkness	£19.99
Red Baron VGA	£24.99
Red Crystal	£27.99
Red Hell	£25.99
Renegade	£28.99
Retribution	£25.99
Rex Notator	£12.99
Rise of the Robots SVGA	£29.99
Rise of the Robots VGA	£27.99
Robocod	£6.99
Robinsons Requiem	£25.99
Rules of Engagement 2	£24.99
Ryder Cup	£19.99
Sabre Team	£18.99
Sam & Max	£24.99
San Francisco	£25.99
Santas X-mas Capers	£6.99
Seal Team	£13.99
Settlers	£24.99
Shadow Caster	£27.99
Shadow Worlds	£9.99
Sid & Als Incredible Machine	£25.99
Sid & Als Incredible Toons	£25.99
Sid & Als Toons Wind	£26.99
Silent Service 2	£12.99
Silver Ball	£19.99
Sim 2000 Scenario 1	£9.99
Sim City 2000 Scenario 2	£9.99
Sim City Deluxe	£20.99
Sim City/Lemmings	£19.99
Sim City/Populous	£19.99
Sim Earth	£13.99
Sim Earth (Windows)	£19.99
Slater and Charlie	£22.99
Sleepwalker	£18.99
Slipstream	£25.99
Snaparazi	£12.99
Soccer Kid	£19.99
Space Crusade	£17.99
Space Federation	£25.99
Space Legends	£22.99
Space Quest III	£9.99
Space Quest V	£23.99
Space Quest Trilogy	£33.00
Speed Racer	£25.99
Split Screen Soccer Manager	£12.99
Stardust	£19.99
Starwards Chess	£29.99
Star Reach	£25.99
Street Fighter 2	£9.99
Star Trek 2 Last Rites	£25.99
Star Trek 25th Anniversary	£24.99
Star Wars Screen Ent	£19.99
Starlord	£21.99
Strike Squad	£24.99
Strike Tactical Grid	£12.75
Stronger Hold	£22.99
Stunt Island	£27.99
S.U.B.	£22.99
Suburban Commando	£15.99
Superfrog	£12.99
Superhero League	£25.99
Super League Manager	£19.99
Superski Pro	£22.99
Super VGA Harrier	£27.99
Survival	£25.99
Tactical Manager (England)	£22.99
Tactical Manager (Italy)	£22.99
Tactical Manager (Scotland)	£22.99
T.F.X.	£22.99
Tactical Manager 94/95	£9.99
Tiny Toons	£25.99
Traps and Treasure	£19.99
T.V. Boxing	£9.99
Task Force 1942	£25.99
Tegel's Mercenaries	£23.99
Terminator 2 - The Arcade Game	£19.99
Terminator Rampage	£21.99
Tesserae	£19.99
Test Drive 3	£8.99
The Blue & Grey	£23.99
The Complete Chess System	£1.99
The Incredible Machine	£26.99
The Premiership	£6.99
Tie Fighter	£27.99
Tim Robot	£25.99
Tiny Toons	£25.99
Total Carnage	£17.99
Triple Actions	£16.99
Tower Assault	£19.99
Transport Tycoon	£28.99
Troddlers	£19.99
U96	£29.99
Ultima 7 (The Black Gate)	£12.99
Ultima 7 (The Serpent Isle)	£12.99
Ultima Trilogy 2	£24.99
Ultima 8	£19.99
Ultima 8 SAP	£12.99
Ultimate Blows	£19.99
Ultimate Body Blows	£19.99
Ultimate Pinball	£18.99
Ultima Underworld	£9.99
Unnecessary Roughness	£24.99
Valhalla	£21.99
Veil of Darkness	£21.99
Victory at Sea	£28.99
Virtual Worlds	£25.99
Vital Light	£19.99
War in the Gulf	£19.99
Whale's Voyage	£14.99
Wing Commander 2	£25.99
Wing Commander 2 Special Ops 1	£9.99
Wing Commander - Armada	£31.99
World of Football	£19.99
Wing Commander ACA	£22.99
Wings of Glory	£31.99
Wolf Pack	£15.99
World Cup USA 94	£18.99
World of Xeen	£28.99
World War 2 Battles of South	£27.99
Xanth	£24.99
Xenobots	£25.99
Xmas Lemmings	£9.99
Xenobob	£25.99
Zig Zag	£25.99

✱ FREE ✱ WHEN YOU SPEND £50 OR MORE ON PC3.5 OR CD ROM GAMES YOU RECEIVE A GAME (While stocks last only) ✱ FREE ✱

CD ROM TITLES

7th Guest	£16.99
7th Guest/Dune	£29.99
1942 Pacific Strike	£28.99
Aces of the Deep	£28.99
Advantage Tennis	£19.99
Alex D Ice Hockey	£25.99
Alien Olympics	£25.99
Alone in The Dark & Jack	£28.99
Animals in Motion	£9.99
Arcade Pool	£9.99
Arcade Trivia Quiz	£9.99
Award Winners 3	£22.99
Battle Bugs	£25.99
BC Racers	£22.99
Beneath a Steel Sky	£26.99
Betrayal at Krondor	£26.99
Blade Warrior v2	£12.99
Car & Driver/Stormovik	£12.99
Chessmaster 4000m	£25.99
Civilisation & Railroad Tycoon	£29.99
Classic Collection: Access	£15.99
Classic Collection - Lucas	£19.99
Colonization	£28.99
Commanche Maxover	£27.99
Conspiracy	£28.99
Creature Shock	£31.99
Dark Legions	£22.99
Dark Seed	£27.99
Dawn Patrol	£28.99
Day of the Tentacle	£26.49
Desert Strike	£20.99
Delta V	£29.99
Dominus	£28.99
Doom 2	£32.99
Dracula Unleashed	£29.99
Dragonsphere	£25.99
Elder Scrolls	£29.99
Empire Soccer	£22.99
Evasive Action MPC	£25.99
Fables & Fiends 3	£28.99
Fighter Wing	£31.99
Football Glory	£22.99
Frontier Elite 2	£24.99
Fun School in Space 6-9y	£19.99
Fun School in Time 8-11y	£19.99
Gabriel Knights	£27.99
Genesia	£25.99
Ghosts	£25.99
Goblins 3	£28.99
Hardball 4	£25.99
Heimdall 2	£23.99
Incredible Toons	£22.99
Indi Jones	£27.99
Inferno	£31.99
International Athletics	£9.99
International Soccer	£9.99
Ishar 3	£28.99
Jungle Strike	£22.99
Jurassic Park	£25.99
Kick Off 3	£19.99
Kings Quest 7 (Sierra)	£28.99
Labyrinth of Time	£25.99
Lands of Lore	£27.99
Legions MPC	£25.99
Lemmings 1 7 2	£19.99
Litil Divil	£21.99
Littie Big Adventure	£27.99
Lode Runner	£25.99
Lords of Midnight	£25.99
Lords of the Realm	£25.99
Lovers Guide	£25.99
Magic C arpet	£28.99
Man United Interactive	£22.99
Man United Premier Champ	£19.99
Mario is Missing Deluxe	£28.99
Mario Teaches Typing	£25.99
Monkey Island (XL)	£12.99
Myst (Windows)	£25.99
Nascar	£25.99
Nick Faldo's Golf	£25.99
Nectropolis	£28.99
On the ball (League ed)	£25.99
Outpost	£28.99
Pinball Dreams Deluxe	£25.99
Pizza Tycoon	£28.99
Play Toons	£22.99
Power-Drive	£19.99
Power-Slide	£25.99
Privateer	£26.99
Quest for Glory 4	£28.99
Rebel Assault	£28.99
Renegade	£28.99
Retribution	£25.99
Return To Zork	£28.99
Rise of the Robots	£31.99
Rise of the Robots Ltd Edition	£38.99
Robinsons Requiem	£28.99
Sam & Max	£25.99
Secret Weapons (Luftwaffe)	£12.99
Shadow Caster	£31.99
Shoot em Off	£19.99
Sim Art	£31.99
Sim City 2000	£28.99
Sim Town	£25.99
Simon the Sorcerer	£24.99
Soccer Kid	£19.99
Split Screen Soccer manager	£15.99
Star Trek Judgement Rites	£28.99
Strike Commander	£31.99
Subwar V2 & Scenario	£28.99
Super Ski Pro Deluxe	£25.99
System Shock	£28.99
Tactical Manager (England)	£22.99
Tactical Manager (Scotland)	£22.99
Tactical Manager 94/95	£9.99
Test Pilot Multi-Media	£25.99
TFX	£29.99
The Clue	£22.99
Tower Assault	£22.99
Tracksuit Manager 94/95	£19.99
Transport Tycoon	£28.99
UFO	£26.99
Ultima 7 Complete	£28.99
Ultima 8 Sap	£13.99
Ultima Underworld 1 + 2	£29.99
Ultimate Body Blows	£19.99
Under a Killing Moon	£35.99
US Navy Fighters	£31.99
Virtual Worlds	£19.99
Wing Commander 3	£28.99
Wings of Glory (Elec Arts)	£28.99
Women in Motion	£9.99
World Cup Golf	£28.99
World Cup USA 94	£20.99
World of Football	£19.99
X-Wing COllectors CD	£28.99
Zool 2	£21.99

WE WILL MATCH PRICES!! "NEVER BEEN BEATEN" TRY US

Please charge my Access/Visa No: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Expiry Date: ☐☐/☐☐

ORDER FORM VISA MasterCard Access

Please supply me with the following for

Computer.....

TITLES	PRICE
POST + PACKAGING	
TOTAL	

PLEASE USE CAPITAL LETTERS

DATE: .....

NAME: .....

ADDRESS: .....

.....

.....POST CODE.....

TEL: .....

SIGNATURE .....

PC ZONE FEBRUARY 1995

Please make cheques and P.O. payable to:
DIRECT SOFTWARE LTD, DEPARTMENT PCZ02SC, 36 BENBOW COURT, SHENLEY CHURCH END, MILTON KEYNES MK5 6JG.

POST & PACKING:
UK mainland FREE, EEC £3.00 per item, Non EEC £4.50 per item.

For customer peace of mind, all parcels are sent out by recorded delivery. All items subject to availability. All prices subject to change without notice. E&OE. Please note: Some games may not be released at time of going to press.

Please allow for cheque clearance.

A new kind of computer magazine is born.



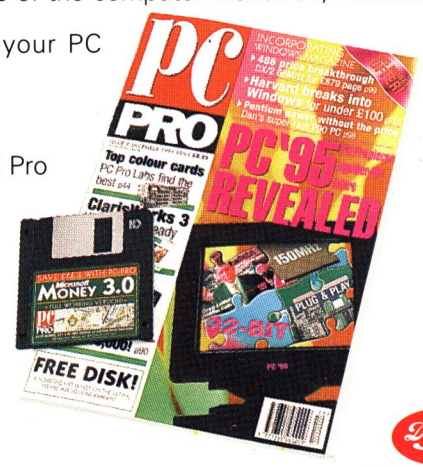
PC PRO

Last month Dennis Publishing announced the birth of an exciting new PC magazine, PC Pro. A unique magazine dedicated to the needs of PC buyers and PC users who expect to get the best from their computer systems.

Inside, PC Pro is packed with information on all the latest inspirations and innovations of the computer world. So, whether you're choosing hardware and software for a large corporation or you want to keep your PC knowledge current, you can make the informed decisions you need.

Equally, it's a brilliant read. On top of authoritative hardware and software testing, PC Pro delivers provocative analysis and constructive comment, and each month it puts new technologies under the microscope.

So if you're serious about IT, you'll be serious about getting your hands on a copy of PC Pro. But, best be quick about IT.



Read all about I.T.

Dennis

A Dennis Publication

FEATURE





Patrick McCarthy takes a long, hard look at golf games. Why? Because we told him to.

THE WRONG TROUSERS

WHAT COULD BE NICER than a relaxing stroll around a stretch of expertly-prepared countryside in the company of select friends, all the while belabouring a small white blob of compacted rubber with something that looks like a gynaecological instrument for larger mammals? We can think of quite a few things, actually – but most of them are illegal, so we thought we'd do a feature on golf games, instead. Ho ho.

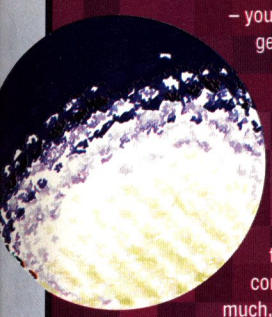
Let's face it, there are many advantages to being a computer, as opposed to real-life golfer. The main one is that you don't have to spend your time in the company of right-wing reactionary magistrates bemoaning the fate of the Empire, or drunken neo-Fascist apprentice carpet-fitters vomiting into their golf bags and shouting about how they've stolen every club they own. The other major plus is that you don't have to wear white shoes with Christmas decorations over the laces, luminous orange and purple Argyle-patterned V-neck jumpers, and trousers that look like they're made of Hazard Warning tape. (Unless you're a big Ralph Lauren fan.) As if all this wasn't enough, computer golf has the additional advantage that you can play it in your room, swigging from a bottle of VP sherry and spilling the juice from your Pot Noodles onto your keyboard. And most importantly, it's a hell of a lot easier.

THE MAJORS

The current market leaders, the Real McCoy, the cat's slumber-wear – call them what you will – these are the best two golf games around and they have a totally different approach.

Microsoft Golf

Microsoft Golf is in effect *Links* for *Windows*, except that it's not as good. There are only two views: the main view, which doesn't expand to full-screen, and the overhead view, which doesn't show the ball in flight, as it does in the original. The graphics aren't as good in either. There's no "Save Shot" facility, and you can't hit the ball as far. For some weird reason, the measurements have been changed to metres, and the putting method has been changed – you don't have to get the direction right on the downstroke. I can't think why anyone would buy this version. DOS isn't so scary that it's worth compromising this much, surely?

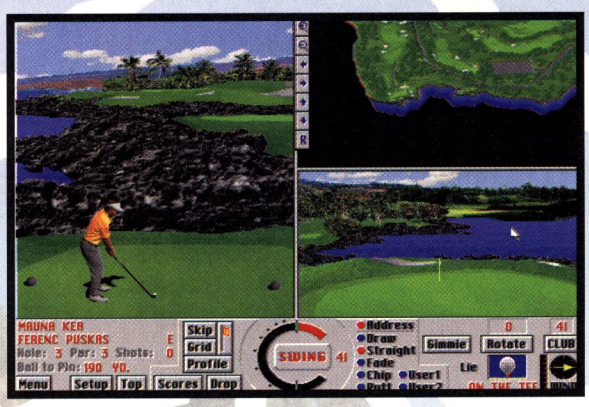


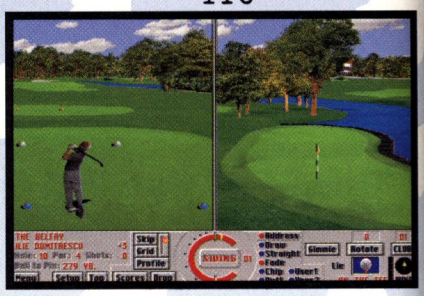
Links courses

Links 386 Pro only comes with one course, which gets a little boring after a while. But if you want a little variety in your golfing life you'll have to cough up some hard-earned readies for it: there are several million add-on courses, all of which work with *Links, Links 386* and *Microsoft Golf*. Most of them, like those from *PGA 486*, are of the anonymous, bizarrely-named-strip-of-American-parkland, sort – "Silicon Implant Country Club," or whatever. There's always some sort of superlative on the box, too. "Voted the world's most difficult course that looks like it's played between two gigantic breasts by the writers of Anal Golfer Magazine."

Some of them are quite nice, though. The better ones are Mauna Kea (Hawaii), which has undulating fairways and the famous third hole across the ocean; Banff Springs (Canada), which is all curved fairways in the Rockies and covered in conifers; and The Belfry, which no computer golfer should be without. If nothing else, it gives you the chance to go for the green at the 10th. I had two goes at it for this screenshot: one ended up on a nearby ring-road and the other ended up on the green. Luck, eh? You can't beat it.

Links 386 Pro





Links 386 Pro



Links 386 Pro

Links 386 Pro

DESPITE THE FACT that several uppity young striplings have been released since *Links 386 Pro* first saw the light of day, it still reigns supreme in the pure golf stakes. (And arguably in the graphics stakes, as well.) When you hit a particular shot in *Links*, you do it as you would in real life. Wait, don't go... it's good.

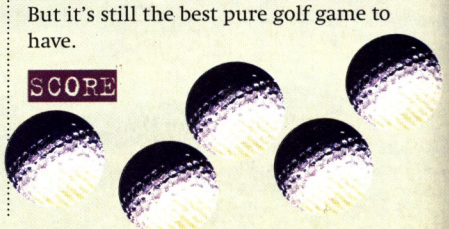
Every feature in the game shows a level of attention to detail that warms you right down in your secret places. You can play a draw or fade by clicking a button, or adjust your feet, swing plane and the ball position manually. This can be temporary, or saved permanently. Customisable screen layouts allow you up to four views on-screen at a time. You can use any club you want, anywhere you want (the golf equivalent of being able to turn round and drive the wrong way in a driving game). Try hitting a three foot putt with a lofted wedge and getting it to spin back into the hole in other games – they don't let you.

Where most golf games load a course into memory one hole at a time, *Links* loads the entire course – the whole plot of land, with the position of every visible tree, rock and discarded condom all re-drawn relative to where you are on the course. This means it's the only game where, if you're feeling wild and dangerous, you can turn round and blast the ball onto the fairway of another hole, hacking your way across country all the way back to the clubhouse.

There's no minimum distance for action replays (some games won't show reverse replays for shots under 50 yards) and if you are particularly proud of a shot, you can save it and bore the posteria off your mates at your leisure; the file even keeps whatever sound and commentary was provoked by the atrocities you committed.

Everything about the game is very well-designed, and they've got the dynamics spot on. Lofted clubs don't curve the ball in the air as much as longer clubs, and the course contours work properly. There's no measly restriction to drive-length, either: a feet-off-the-ground piledriver can travel 375 yards, which usually needs a controlled explosion on the clubhead – or John Daly – in real life. Against all this, there isn't a tournament option, or a matchplay option – nothing but single rounds of strokeplay. And you have to pay extra for each course. But it's still the best pure golf game to have.

SCORE





PGA Tour Golf 486

PGA Tour Golf 486



PGA Tour Golf 486

PGA 486 is the latest in the series from Electronic Arts, and has three courses – River Highlands, Summerlin, and Sawgrass – that have appeared before in previous incarnations – the difference is that, now they don't look like municipal car-parks. Every nook and cranny of each course is topographically accurate – but at a price paid in running speed: on a 486/33 with 4MB of RAM – an average machine – it takes two minutes to load a hole with the graphical detail set low, and 35 seconds between shots. This is despite the fact that the graphics seem to be loaded as a single plane, unlike *Links 386*, which loads multiple elements. If your machine's any slower than this, you can forget it – it's no fun. But that's progress – go and buy a DX2-66.

There are three ways to play: Tournament play, Matchplay, or Skins. New to this version are three selectable difficulty levels and three difficulty levels for your caddy. These aids combine with the overhead view, the new shot-direction arrow and the draw, fade and backspin selector to rob you of any excuse for missing a shot.

Thanks to the wonders of CD-ROM, this version features digitised video footage of nine real-life pros. They've even been filmed taking a drop after playing into water and looking totally aghast after missing a short putt.

There are a few less-inspiring elements, though. It's pointless being able to choose a draw or fade if you still have to produce it with the direction line: once you've selected the shape of the shot you should then have to hit the line spot on, otherwise you may as well not have the facility. The other thing is the simplistic ball dynamics – a pitching wedge shouldn't be able to curve the ball about as much as a one-iron. And why can't you use a driver from the fairway, even at Pro level?

It's a superb-looking game, with plenty of variety in the ways to play. It could do with a couple more courses to maintain interest after you've won tournaments at these three, and it's still slightly simplistic in the golf sim stakes. Its arcade approach makes it more like a high-tech *PGA Tour Golf* than a simulation competitor for *Links*. It's down to taste, which you prefer. If you have the hardware, though, its visuals will impress your chums.



PGA Tour Golf 486

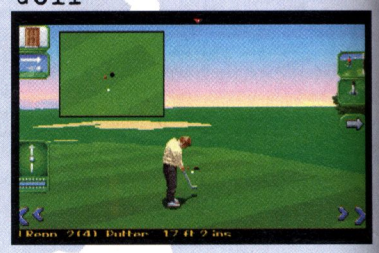
SCORE

THE MINERS

Games that, although not at the cutting edge of golf games, still have elements that make them playable. They're fine to stick on a lap-top to while away those train journeys and still annoy fellow passengers into thinking you're a techie swot.



Jack Nicklaus Golf and Course Design Signature Edition



David Leadbetters Golf

Jack Nicklaus Golf and Course Design Signature Edition





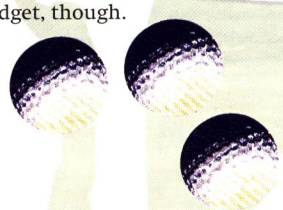
Jack Nicklaus Golf and Course Design Signature Edition

Jack Nicklaus Ultimate Golf and Course Design Signature Edition

JACK NICKLAUS looks old these days. It doesn't have anything like the graphical detail of *Links 386* or *PGA 486* (the *Signature Edition* is a little better than the original) but still has one or two things going for it. Unlike *PGA Tour Golf*, the fairways aren't all completely flat. The ball bounces according to the contours; the wind comes from a consistent direction and it has green conditions to affect the pace of your putt. It plays okay – the ball movement's unrealistically exaggerated – but its main selling point these days is the course designer.

You start with a plot of land – seaside links, mountain or parkland – which you can edit on a broad scale, then further modify on a hole-by-hole basis. There are background objects provided, or you can draw your own; the same paint programme lets you add the required backgrounds. The only problem is that, eventually you spend more time designing the courses than you do playing them. It's pretty good value now it's on budget, though.

SCORE



David Leadbetter's Golf

THIS IS A GOLF game with a gimmick. "David Leadbetter is the world's number one golf coach. Why go through a box of golf balls every time you hit the course? Improve your game with *David Leadbetter's Golf*." Yeah, right. Playing computer golf is as likely to improve your real golf as playing *Leisure Suit Larry* is to make you a good disco dancer. It just means that Davey pops up all the time, looking like a Klingon after a car accident, spouting bloody annoying things, such as "You realise you have a tendency to slice the ball off the tee?" The correct response to this would be "You realise that the greens in your golf game look like the walls of a disco from Starsky and Hutch?" – but unfortunately, there's no "Answer Back" icon. That's right, it dates from the Icon Era, when every game had to be controlled entirely by icons, no matter how tenuous the link between their representation and their function.

The course graphics are so depressing they could almost be post-nuclear, but the advantage of this lack of foliage is that your shots get swirled around by fancy cameras. There are a handful of courses and different ways to play, and there's "That Control Method" – unhelpful and visually obscure until you realise it's not dissimilar to *Links'*. In fact, so many of the features are suspiciously similar, but inferior, to *Links'* that you see why Microsoft gave up and released *Microsoft Golf*.

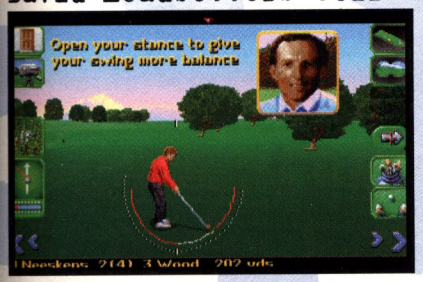
SCORE



PGA Tour Golf



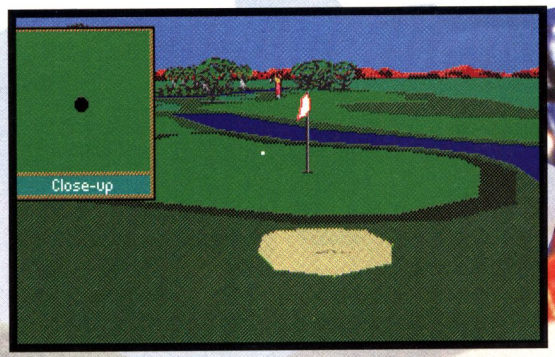
David Leadbetters Golf



PGA Tour Golf

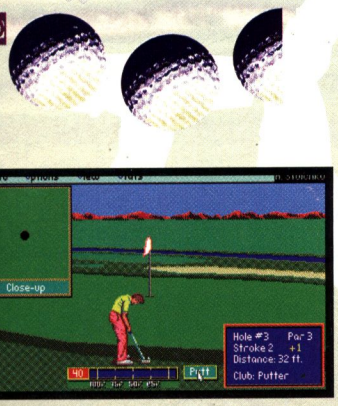
AH, GOOD OLD *PGA Tour Golf* everyone always says, "the best golf game on the PC. It may not look good, but, ah... the gameplay." This is, and always has been, utter nonsense. Personally, I always hated the thing. I made a few notes about what I disliked about it, but it ran to two somewhat saliva-spattered pages. I'm glad it's dead.

In condensed form, then: there was the random wind (which changed direction at the top of your backswing). The greens looked completely flat until you went to a separate screen, which showed you that you were actually in a ploughed field; the putting generally – a perfectly struck putt, heading for the centre of the hole at a good clip, stopped dead as if someone had super-glued the lip; slow putts rolled up to the edge of the hole and catapulted 15 yards away uphill as if from an anti-gravity gun; crap animation – three frames each way on a swing; crap graphics – totally flat fairways and two trees per course, that were the same height as your player up close... Oh, I won't go on. *(Too late. Ed.)*



PGA Tour Golf

SCORE



PGA Tour Golf

Opinion

Some of you may have become aware recently of a dangerous trend in golf game add-ons. We're referring to the "virtual golf" equipment being hawked by some of the less scrupulous purveyors of computer accessories: a plastic club is swung, a beam of light reads the direction and velocity, and the ball on TV flies off down the fairway or into the car-park, as the case may be.

PC Zone says, "If we wanted to expend energy, we would take up real golf. Clicking a mouse is tiring enough – this creeping keep-fit fascism is taking over our lives. Where will it all end? Virtual walking between holes on treadmills, like so many hamsters? Are these people trying, in some insidious way, to raise our pulses, increase our metabolic rates – interfere with the workings of our internal organs? This evil must stop! Write to your MP today."

THE MUNICIPALS

These games aren't really worth bothering with, but we've included them anyway. We're so wacky.

Nick Faldo's Championship Golf

THIS IS A TRULY AWFUL GAME, with a shot control system that's about as friendly as the man himself. It's one of the worst I've ever seen. One slider bar sets the power, except you can only select within a pre-defined range for each club. Another pops up to determine the shot's accuracy, requiring one click for "wrist snap" and two more within a small section of the bar to decide the direction. There's no such thing as backspin – the ball curves about like it's helium-filled and the greens operate well outside the laws of friction. Plus, a complete tosser keeps popping up to make mind-numbingly bad jokes, like "Nice shot, roughly speaking," if you hit the ball in the rough. And there's no way to quit. Oh, joy.

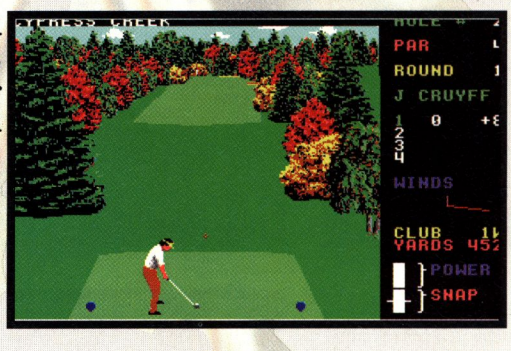
Mean 18

THE DISTANT ANCESTOR OF *Jack Nicklaus UG&CD*, in the same way that our distant ancestors were Neanderthal. And let's face it, what self-respecting person these days would want to breed with a partner who's low-browed, hairy and covered in fleas? Yeah, alright, apart from John Aspinall...

World Class Leader Board

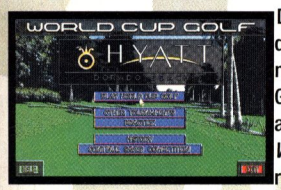
MANY FAMOUS COURSES, including St Andrews, Pebble Beach and Sunningdale, all brought to you by a colour-blind lobotomy victim, with ball dynamics and a control method to match.

World Class Leader Board



Coming soon(ish)

World Cup Golf



Despite the fact that we did a Blueprint on this two months ago, and that the Golf World Cup finished about the same time, *World Cup Golf* still "isn't reviewable", but we thought we'd give you a little more information about it to be going on with.

It's been developed by Arc Development, whose one aim in life seems to be to make the world's most frustrating golf interface. I thought they'd succeeded with *Nick Faldo,* but that was a mere preliminary sketch compared to this one. It's far and away the most niggardly, eccentric, ill-conceived and frustrating interface I've ever had to use. Every time I think about it I get the urge to smash something, it's that God-awful. I mean, for heaven's sake, when so many games have good, well-designed and utile interfaces that borrow happily from each other, what kind of mind makes one like this?

The last time we covered this game I wondered what "pre-rendered" meant – I mean, if it hasn't been rendered in advance, it's not going to be there when you play the game, is it? Now I know what it means: the views of the course have only been rendered from certain angles, so, regardless of where you hit the ball, you can only view it from those angles. This leads to some interesting new concepts in shot-making. How do you feel about lining up and playing a shot when your player sprite seems to be about 40 yards away, sideways on, behind a mound of earth, and you can't see the ball or the hole?

What else can I tell you to whet your appetite? That 64 people may be able to play but that there are only two different sprites, and you can't change their shirt colours to differentiate between them? That the putting method matches the shot-making in frustration factor? That everything seems a little dark, as if played at ten in the evening? That someone, somewhere, is wasting an awful lot of money? That we seem to have come full circle, playing games on CD-ROM at the speed we used to play them on floppies, for little gain? Whoops. I'd better stop until the game's "finished".

Sensible Golf



On its way any year now, from the boys who brought you *Sensible Soccer* and both *Cannon Fodders,* comes *Sensible Golf.* Informed opinion tends towards the view that its approach will borrow from a combination of both games, support four players at once and use lots of digitised speech. So if you fancy a golf game that has football chants, scything tackles on the tee, fairways punctuated by hostile machine-gun posts and greens littered with land mines, start saving those pennies.

Fairway To Heaven

Ha–ha–ha, ho–ho–ho! Ever get the feeling developers come up with a great idea for a game name first and then try and build a game around it? Of course not, that would be nothing short of commercial suicide, would it? There's nothing much knocking about on Gametek's new golf game, apart from the fact that it will be on CD–ROM only and due out around Easter. It could, of course, be a bit of a premature April Fool's lark, but we'll have to wait and see.

Jack Nicklaus Golf For Windows

No real surprises here for fans of the original, although Accolade maintain that the *Windows* version will feature "major enhancements" and will be on the shelves sometime around March.

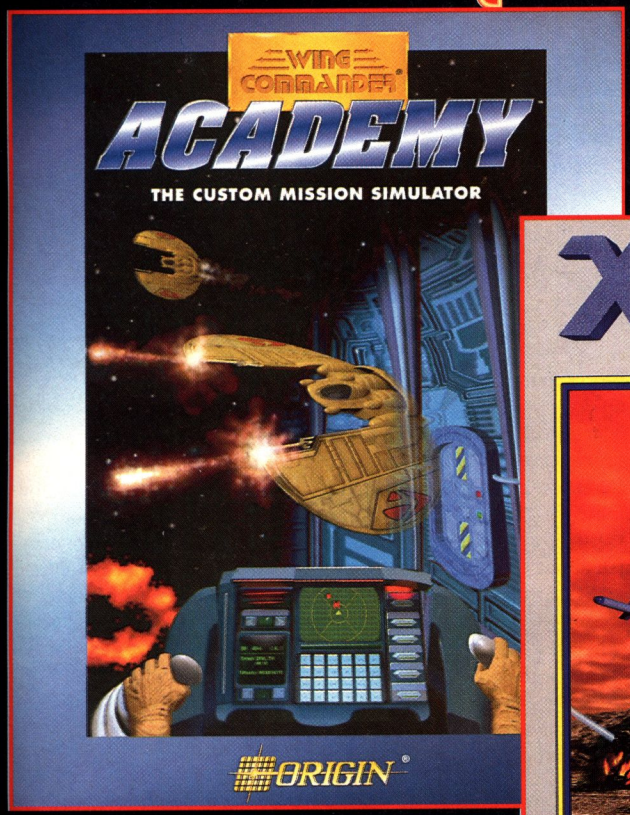
Virtual Golf – The Scottish Open



Like *Sensible Golf,* Core's entry onto the fairway promises to be more of an arcade experience than a simulation. Consequently, it's going to be a "pick up and play" product with a simple, user-friendly interface and control system. Each course will be modelled and rendered in full 3D, using TV-style camera angles to give the game a more "realistic" feel, and there will also be a choice of Amateur and Professional courses to work through based on the Scottish Open Competition.

Core are developing it for the Sega 32X and Saturn consoles, as well as for the PC, so it will probably have a "console look about it, but don't let that put you off. *Virtual Golf* is due for release later this year.

JOIN THE SQUAD... PLAY THE PC HITS



As a student of the TCSN Academy you now have the Wing Commander world at your fingertips. Custom-design and fly unique missions in the holographic simulator - challenging yourself with harder and more complex space scenarios.

- Improved bit-mapped graphics.
- Save up to 24 games to disk.

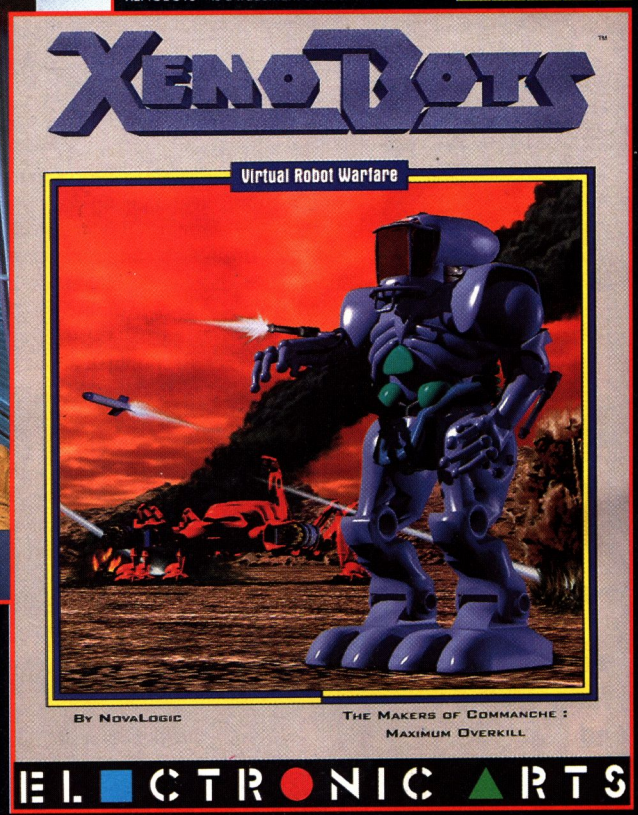
14.99

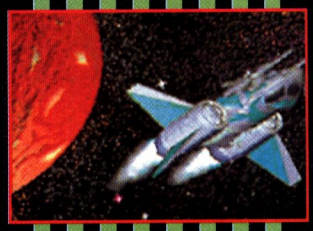
© 1993 ORIGIN Systems, Inc.

As a Xenobot Commander, you are one of the few with the skill and training necessary to take control of a fleet of Xenobots and lead them into victory in an array of missions across the globe. Control squads of awesomely equipped 60ft robots in a ray-traced world of post nuclear strategic warfare. Good luck, Commander.

XENOBOTS™ is a trademark of Electronic Arts.

12.99





WING COMMANDER™ ACADEMY



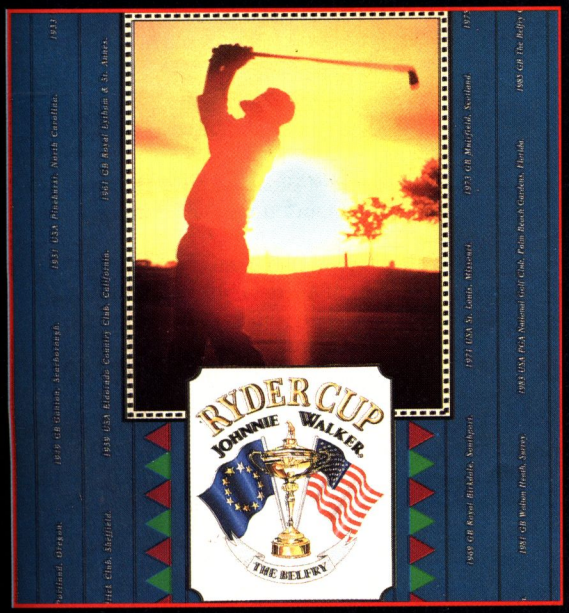
XENOBOTS



RYDER CUP



EUROPEAN CHAMPIONS

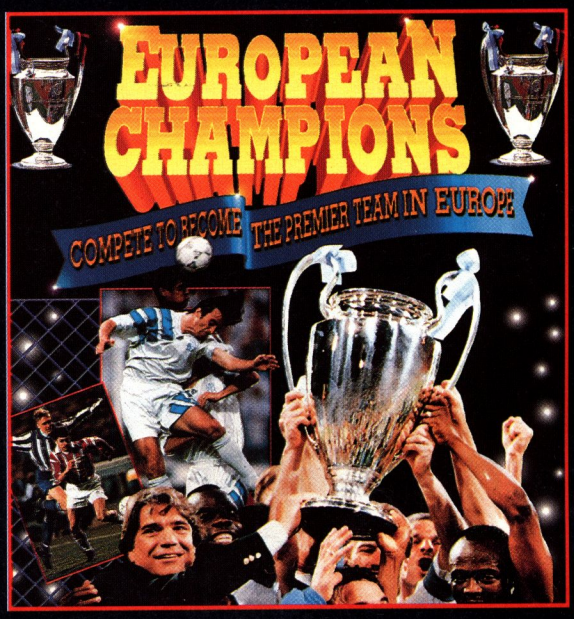


RYDER CUP GOLF LEAVES NOTHING OUT.

It gives you the chance to analyse every course, every hole and every shot. You must get every detail spot-on to keep up with the calibre of players you'll be going round with. The mechanics of the swings from the tee to green have been intricately studied and replicated to make the game as close as possible to the real thing. The incredible detail of the courses themselves add to the feeling of actually being out on the course, being one of the team and taking part in one of the sport's greatest events.

TM & © 1993 PGA. Officially Licensed Product.

12.99



A SOCCER SIMULATION THAT COMBINES REALISM WITH FAST ARCADE ACTION!

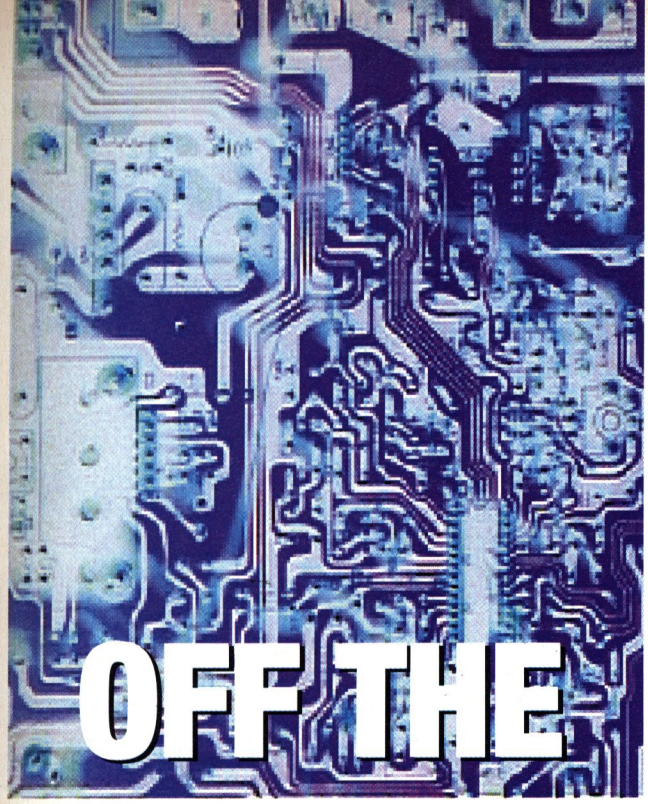
* TWIN VIEWS - Select either FAST-ACTION TOP-DOWN or the realistic GRANDSTAND VIEW. Just hit the key and the switch is made - the game doesn't stop for a moment!
* TACTICS - Select one of the many, easy set up BUILT-IN-TACTICS options or DESIGN YOUR OWN!
* INTELLIGENT PASSING - Choose one of three different modes for pixel-perfect passing. Build up moves quickly and fluidly.
* SPECTACULAR - Large, SUPERBLY ANIMATED players look as if they're ready to burst out of your screen!
* REALISTIC - Variable wind direction, wind speed and pitch conditions that really INFLUENCE THE GAME-PLAY.
* ACTION REPLAYS - Select to replay in either GRANDSTAND or TOP-DOWN mode. Featuring FULL VIDEO CONTROLS (rewind, fast forward, freeze frame, slow motion). You can even change the camera angle during a replay to find out what was happening elsewhere on the pitch!

© 1993 O.M.G.P. All rights reserved.

12.99

HIT SQUAD

2 CASTLE STREET · CASTLEFIELD
MANCHESTER · M3 4LZ
TELEPHONE: 061 832 6633
FAX: 061 834 0650



OFF THE BOARDS

Apogee releases a not-so-new platform game, a look at the build up of Russian forces, race an elephant riding a lawnmower and play yet another version of Asteroids. Mark Burgess is your guide to the world of shareware.

SANGO FIGHTER



SANGO FIGHTER is a beat 'em up to rival *Mortal Kombat*, *Street Fighter II* and *Body Blows*. There are three modes of play, superb animation and sound effects and 12 Chinese Knights, each with their own special powers. In the shareware version, you only get two of the knights.

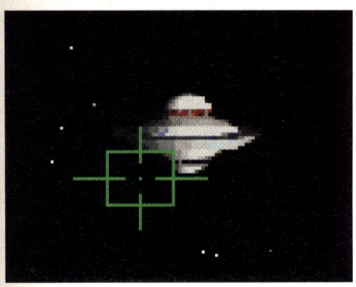
You can play against the computer or two player head-to-head or a bizarre "story mode". In the last you wander through the landscape like the man with no name, until you meet someone. Then you beat the crap out of him. You can be any one of the 12 knights. They each have their own skills and secret weapons.

Controls are easy to configure and there are three skill levels. I'm not a great fan of beat 'em ups – I get all snobbish about the huge sprites – but this one is a really good addition to the number of shareware fighting titles. With *Sango Fighter*, *One Must Fall* and *Doom*, shareware is showing the commercial houses how to program games with plot and action. What gives many shareware firms the edge over their rivals is that they are run by gamesplayers, not accountants.

Sango Fighter is certainly better than *Street Fighter II* and is up there with *Body Blows* and *Mortal Kombat*. An exceptional, quality bit of shareware from Digital Workshop. Registration brings the full 12 knights and other goodies.

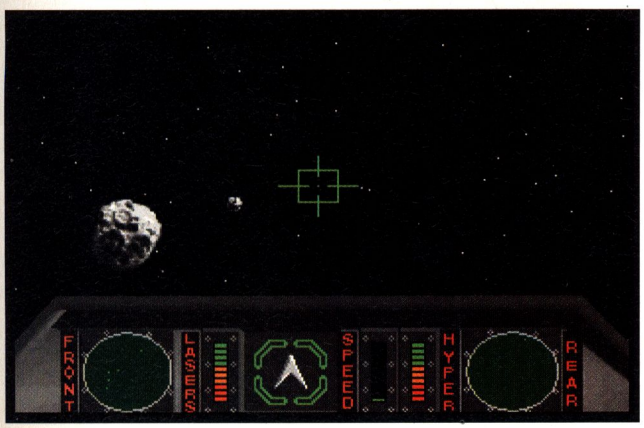
Shareware from: Digital Workshop, First Floor, 8 West Bar, Banbury, Oxon, OX16 9RP (Tel: 01295 258335)
Registration: £24.24
Needs: 286 or above, 550KB Free RAM, 5MB free on hard drive, VGA
Supports: Keyboard/Mouse/Joystick; PC Speaker/AdLib/SoundBlaster/MT 32/General MIDI

BLASTEROIDS 3-D



(Right) Ready, aim, fire – take that you snivelling little ship.

(Below) Yes it's blasterama time again – but now in glorious 3D.



BLASTEROIDS 3-D is a space game in which you must shoot your way through a series of asteroid belts. Yep, it's *Asteroid* clone of the month time. The gimmick, as you might have guessed, is that it's in 3D.

There was a fashion for this a while ago, with 3D versions of games like *PacMan*. Rest assured, this is much better. It has all the ingredients of *Asteroids*: the asteroids themselves and various flying saucers. There is one addition. When (if) you make it to level 12, you come face to face with a tough alien mothership.

Your ship's control panel has two radar screens, a central shield status panel, gauges for your laser charge level, hyperspace charge level, and your ship's speed.

The front and rear radar screens show objects that are in front and behind your ship. Asteroids show up as green dots, and enemy spacecraft as yellow dots. If an object is in the centre of the front radar screen, then it is directly in front of you (and you're about to die). The shield status panel shows a spacecraft symbol surrounded by shields. The colour of the shields shows their current charge level: when they go black, any hit will kill you. As your laser loses charge, it gets slower. Hyperspace can only be used if you have enough power.

The crosshairs in the centre of the screen will turn red when you have locked on to an asteroid or enemy spacecraft, allowing you to lead your target for a perfect shot, even at long range. The silver ship in the centre of your panel will flash red, and you will hear "Collision Alert!" whenever an asteroid is detected on a collision course with your ship. If you don't thrust forward and turn quickly, it's curtains. After level 5, destroying an enemy ship may leave a power-up. These can recharge your shields, laser, hyperspace or double the speed of your shots. The power-ups and what they do are shown in the intro.

The game autodetects your hardware and if you have a joystick it asks you to calibrate it when the game starts.

Shareware from: Finite Element Software
Registration: $30.00
Needs: 386 SX with 640K RAM, VGA, Hard Disk Drive with 4MB free space
Supports: Keyboard/Mouse/Joystick; PC Speaker/SoundBlaster

WACKY WHEELS

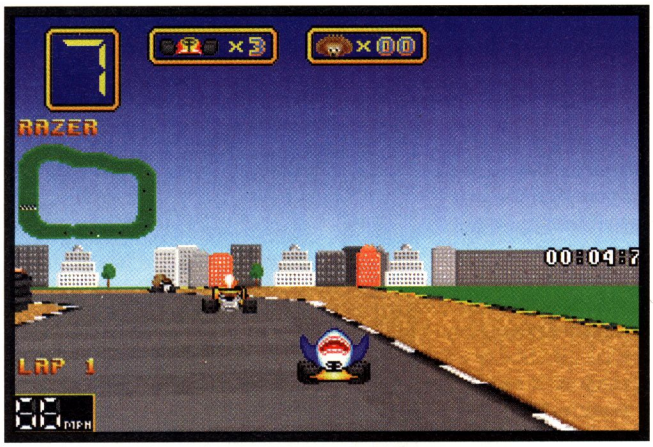
Hot on the heels of last month's *Skunny Kart* from Epic is *Wacky Wheels* from Apogee. Looks like racing games are the flavour of the month. This is a more fully-featured offering, however. You can race against computer-controlled opponents on any one of five tracks. Or you can play someone else either alone or against other computer-controlled opponents. Instead of racing you can opt for "combat" which is full of dirty tricks like the chariot race in *Ben Hur*.

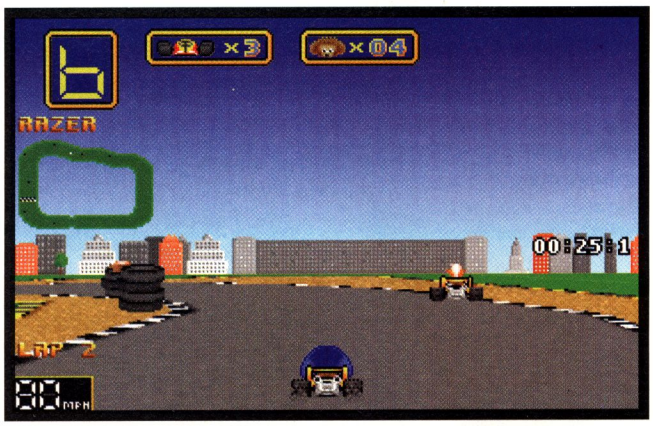
I have to tell you that the computer opponents are all animals – and so are you. At the beginning of the race you choose to be a tiger, shark, elephant, camel, racoon, panda, pelican or a moose. Each has different driving skills, different lawnmowers and different degrees of vulnerability. Don't get the impression that this is serious, like *IndyCar*. In the combat bits you throw oil, bombs or hedgehogs at the other racers. It's not all wimpy – you can force opponents off the road or into each other. You can even cheat a bit. If it looks like you're going to loose the race, just do a handbrake turn and crash head on into the leaders.

The view is described as 3D; it's a sort of camera view above and behind your car, or rather, lawnmower. The MIDI music is excellent as are the digitised sounds. Another winner from Apogee.

Shareware from: Beavis Soft/Apogee
Registration: $24.95
Needs: 386 DX with 2MB RAM, VGA, Hard Disk Drive with 5.5MB free
Supports: Keyboard/Gravis Gamepad /Joystick; /SoundBlaster









This month's programs

CompuServe

Forum	Section	Program	filename	size
GAMERS	Action	Sango Fighter	sango.zip	1123567
GAMERS	Action	Blasteroids 3D	blast.zip	393395
GAMERS	Action	Alien Carnage	aliens.zip	1750851
GAMERS	Action	Wacky Wheels	wacky.zip	1664303
GAMERS	Wargames	East Front, 1914	east14.zip	423092

WHAT IS PUBLIC DOMAIN AND SHAREWARE?

PUBLIC DOMAIN

This is software that's free. You can copy and distribute it as you like. The only conditions are that you do not pass the work off as your own, do not incorporate it in another program without due credit and, of course, that you do not charge money for something you have got for nothing.

SHAREWARE

This is software that asks for a registration fee, either after a specific time or "if found useful". The fee varies enormously and you are morally obliged to pay it or stop using the program although it is true that many programs ask you to send $5 to an address in Wichita. A leading shareware author recently estimated that about 90% of users don't register. Registration brings the latest version of the program, a place on the mailing list for updates and, often, a properly printed manual. Not to mention a warm glow of moral satisfaction.

OTHERS

Bannerware/Adware: These are programs where the author does not ask for any payment but reserves copyright. This means that you have a free license to use and copy the game.

DEMONSTRATIONS

Many commercial software houses will release a playable demo of their latest games so that you have some idea of what you're expected to pay £50 for. Not often found in libraries, they tend to live on the cover of magazines or on bulletin boards.

WHAT DO YOU GET?

The disk should contain a file called READ.ME or README.1ST. Read it by typing TYPE README.1ST | MORE. There will also be some sort of batch (.BAT) file in the disk. Typing in the name of it should load the program.

Most programs will come in archived form. This is because the library is trying to fit as much information as possible on a 760k disk. The files will have extensions such as .ARC, .ARJ, .LHA, .PAK, or .ZIP. However, the disk will come with a program that will decompress the files, together with instructions on how to use it.

ALIEN CARNAGE

When I downloaded this I thought, wow another wizard platform game from those inventive people at Apogee. But no. This is actually a re-working of *Halloween Harry* (see issue 10). The game has been tweaked a bit; there are more levels and it runs on a slower processor.

The aim is to rescue hostages who are scattered about a maze of platforms, walkways and pipes. You have a jetpack and a flame thrower (which both use the same fuel). Other weapons are dispensed from slot machines and to operate this you need money. Luckily, the aliens leave a coin behind when you toast them.

You can look up and down to a certain extent, but unless you're sad enough to want to map a platform game, you will have to remember where you've been and try not to use vital energy visiting those places again.

The aliens are a fairly miserable bunch, but just as you think you can pick them all off without trying, you meet a toughie. Missiles are the best for killing at a distance and there are Omega weapons for when things get really tough.

Alien Carnage is one of Apogee's better efforts, with nice parallax scrolling and good VGA graphics. It's odd to see them releasing a 'special edition" of a game that's nearly a year old though.

Shareware from: Animation FX for Apogee
Registration: $19.95
Needs: 286 SX with 517K RAM, VGA, Hard Disk Drive with 4MB free space
Supports: Keyboard/Gravis Gamepad /Joystick/ SoundBlaster







EAST FRONT, 1914

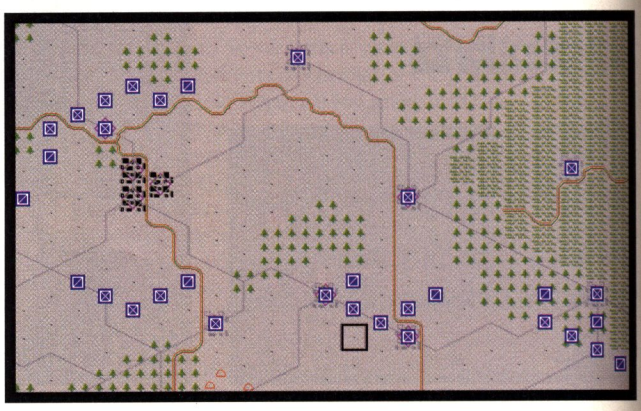
This is a computer wargame in the board-based style; a simulation of military operations on the Eastern Front in the first three months of World War One. In the shareware version, you command the Eastern Front land forces of the Russian empire while the computer takes care of the land forces of two of the German and Austro-Hungarian empires. The game spans the time period August 15 to December 4, 1914.

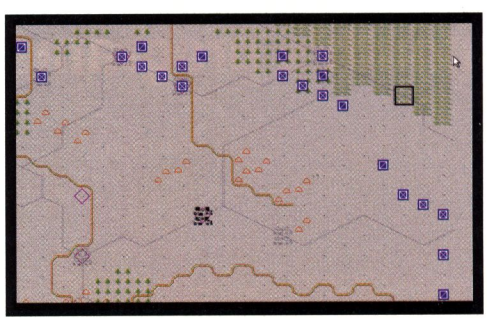
Like all wargames, the aim is to occupy key positions in enemy territory, while holding key positions in friendly territory. You win by outperforming your historical counterpart. As you'd expect, *East Front, 1914* is pretty basic graphically. Control is simple and by mouse. You will need to read (and, in my case, try to understand) the manual before you start but once you begin, you start to see the attraction of these games. Who wouldn't want to alter the course of history?

The computer plays a tough opponent and the game manages to convey the sheer effort of moving men and supplies over the difficult terrain of the Eastern Front. Wargames are fairly specialised and appeal to – how shall I put it? – only *certain* kinds of people. If you like hex-based wargames, give this one a look. The scenario is fairly unusual (most war games of this period tend to concentrate on the Western Front) and the front end works.

Registration brings two-Player Game, e-mail Play, and the ability to play the Central Powers against the Russians.

Shareware from: Forgotten Fronts Simulations
Registration: $28.00
Needs: 286 SX with 590K RAM, VGA, Hard Disk Drive with 1.5MB free
Supports: Keyboard/mouse





(Left) If, like me, you are crap, you'll get to see this screen lots.

ZONE ware

Are you a few parts short of a complete solution? Or still desperate for that *Space Hulk* cover disk? Then be still your beating heart because on these pages you can order all the back issues you desire. And if the cashpoint machine is salivating at the sight of your card, why not pay less for your fun by taking a dabble in the world of shareware. Nine out of ten bank managers recommend it.

WHEN ORDERING

Use the Dennis Direct Order line if paying by credit card **0789 490 215** or fill in the application details on the coupon in BLOCK CAPITALS and send with correct payment to: **DENNIS DIRECT, PO BOX 2505, ALCESTER B50 4JU.** All prices include VAT and are post paid in the UK. **Overseas orders ONLY** – We can only accept Visa/Mastercard, Eurocheques in £s sterling and sterling cheques drawn on a London bank. please add £3.50 to the total order, to cover additional postage.

ORDER LINE 0789 490 215

ZONEWARE ORDER FORM

BC22A ☐ **Desk Top Dream – £21.00**
BC04A ☐ **Libris Brittannia Version 3 – £39.00**

PC ZONE BACK ISSUES @ £5.95 each

AW01A	☐ PC Zone 1	AW09A	☐ PC Zone 9	AW17A	☐ PC Zone 17
AW02A	☐ PC Zone 2	AW10A	☐ PC Zone 10	AW18A	☐ PC Zone 18
AW03A	☐ PC Zone 3	AW11A	☐ PC Zone 11	AW19A	☐ PC Zone 19
AW04A	☐ PC Zone 4	AW12A	☐ PC Zone 12	AW20A	☐ PC Zone 20
AW05A	☐ PC Zone 5	AW13A	☐ PC Zone 13	AW21A	☐ PC Zone 21
AW06A	☐ PC Zone 6	AW14A	☐ PC Zone 14	AW22A	☐ PC Zone 22
AW07A	☐ PC Zone 7	AW15A	☐ PC Zone 15		
AW08A	☐ PC Zone 8	AW16A	☐ PC Zone 16		

Total number of items ordered ☐
☐ I enclose a cheque/postal order for £ .....
made payable to ***DENNIS DIRECT***
OR: Please charge my ☐ Visa ☐ Mastercard. My credit card number is:

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Expiry date: Signature:

NAME:

ADDRESS:

POSTCODE:

DAYTIME TELEPHONE:

☐ Please send me a VAT receipt **CODE:** 23-95-02

The above information may be added to our mailing list. Please tick here if you would prefer not to receive details of special offers. ☐

ZONE ORDER FAXLINE. If you require a VAT/proforma invoice or wish to pay by Access or Visa, you may fax your order to us on **0789 490878.**

CD-ROM OFFERS

The ultimate collection of more than 2000 True Type Fonts and 5000+ Clip Art Images



THIS CD is the DTP users dream come true. Probably all the fonts and clip art you will ever need contained on one disk. The Clip Art is in the popular PCX format suitable for most all DTP programs. Fully catalogued for ease and speed of use. Fonts and Clip art ready to use direct from the disk; no unpacking needed. Suitable for DOS or *Windows*.

BC22A – Desk Top Dream
£21.00 Introductory price
(RRP £27.00)

Also available on CD-ROM:

is the Libris Britannia CD version 3 PD and shareware programs for DOS and *Windows*. 1,300MB of information packed into 600MB of disk space. Includes an index of some 2000 plus major programs, plus hoards of smaller ones, arranged in 152 categories, plus a full contents listing with a 100 to 300 word description of each item.

Order ref: BC04A – Libris Brittannia Version 3
£39.00 Introductory price
(RRP £49.00)

Order line 0789 490 215



PC ZONE BACK ISSUES

PRICE: £5.95 EACH (£7.95 OUTSIDE UK)

Many are still available. The price covers postage and packaging and a small storage charge. Each back issue carries at least one cover disk chock-full of games.

Tick the box on the coupon or call 0789 490 215.



TROUBLESHOOT

FEATURING THE HACKMASTERS™ AND THE TRUEPLAYERS™

CURRENT VACANCIES

The prestigious position of TruePlayer Tips Line person will be up for grabs from February 1995. The ideal candidate will have absolutely oodles upon oodles of PC and PC games knowledge, be friendly, helpful,extremely patient (the latter cannot be stressed enough) and definitely NOT phone-o-phobic! Interested? Phone Miles Tudor on the usual number.



Phone: 071 917 7693

Ask for TruePlayer™ Tips from 2.00pm to 6.00pm on Wednesdays only.

(Sorry, but the Tips Line will NOT be open on Wednesday 25th Jan '95)

No other magazine can offer this kind of free service. Complete solutions, maps, cheats, hacks and all sorts of gamesplaying tips for all the latest games will be on offer – from a real person, not an answerphone. Just ring and hear us sing.

The TruePlayers™

Part Three System Shock

SPOILED!

Well we've had our fingers well and truly burnt with this mammoth solution that we've been running over the last couple of months. It seems our solution was *too* comprehensive, prompting upset *System Shock* players to phone up and complain that we've spoilt the game for them. And, insult to injury, it seems the only puzzle *System Shock*-ers have been getting irretrievably stuck on is the big Level 8 Conundrum. "How do you get onto level 8?" they squeal, "The door's locked." Okey dokey, prepare yourself then, not only for the answer to that question but for a scant summary of the last few levels...



SINCE OUR SOLUTION was obviously *too* good, the TruePlayers hereby give notice that they are in a huff, so for this, the last part of our solution, we will just be printing the maps for levels seven, eight and nine, and brief commentary, leaving you oh-so-competent gamesplayers out there to "get on with it". Fine. Good. See if we care.

LAST MONTH

Hello. Last month we left you successfully watching the infested Beta Grove being jettisoned into space. But, of course, your moment of elation was short lived (to say the least). Shodan, it seems, has a third contingency plan – that is to download his macabre little self into the Earth's computer network using the high-powered antennas on level seven.

The method is simple. Before you progress up to level seven, ensure you have four lumps of plastique (found on level five), and are tooled, healed and armoured up to the eyeballs. Level seven is hard. You can also throw away that notepad. The three remaining levels are, annoyingly enough, completely combat oriented. They're packed with Assassin and Mutated cyborgs, so make sure you've got a reasonable range of grenades on hand.

All you have to do on level seven is destroy the antennas and find the lift to level eight. The communication rooms are positioned noticeably to the north, south, east, and west. Just find them (be careful, they're heavily guarded), double click on the access hatch, double click a lump of plastique on the panel, and then get the hell out! You have about ten seconds to clear the area. The lift to level eight is to the south. Once you've done the dirty with the antennas, make your way to this lift and ride up to level eight. But what's this – the door's locked? How...?

ER

SPOILED!

BLOWING THE REACTOR

Hah-hah. You can't get onto the security level, can you? No. Hah. Unfortunately, before you can progress you have to blow up the reactor. Oh dear. Follow this method:

1 Remember? Throughout this intricate and definitive guide to *System Shock* we have been telling you to write down the numbers on the monitors in the destroyed CPU rooms on levels one through to six. Have you done it? You better hope you did because now you'll have to have all those numbers to destroy the reactor. If you have not got them you have to trek down to level one and work you way back up to level six, finding the CPU rooms and writing the numbers down. Hah.

2 Once you've written down the six-digital number (for us it was 60506, but it may be random) make your way to the reactor on level three. Previously, it was locked. Now, however, it's open. Before you go in make sure you have the Environment Suit v.2, plenty of detox patches, and loads and loads of ammo. There are about 20 avian mutants, SEC-1 robots and autobombs awaiting you within.

3 Go in and kill everything.

4 Fall down into the main core and enter the small cubby hole in the centre. Flick the visible switch to activate the gravity lift and float up to the reactor destruct command panel (it is there – if you can see it, rotate around until you can).

5 Key in the six-digital safety override code (level one's number first, level six's last) and then pull the level.

6 Oh dear. Lots of things have happened. Klaxons will be going off and earthquakes will occur every five minutes of so. Very *Aliens*. Also, lots of very nasty new robots will have appeared on every level, so be very careful.

7 You need to get out quick. Run (don't walk) right up to level five, destroying robots en route. Head straight for the escape pods on level five.

8 The very tough Edward Diego cyborg will be waiting for you. Engage him in hand-to-hand combat and beat him. (You haven't actually killed him – he will appear yet again later.)

9 Key in the door code (001) and get inside. Set the launch sequence and sit back. You've escaped.

10 No you haven't! The escape pods have been disabled (phah!). Shodan is planning to disconnect the main bridge (level nine) from the rest of the station and head directly for Earth. You've got to get up there and be quick about it.



THE DOOR TO level eight (on level seven) will now be unlocked. You now have access to the Security Level. Since we don't want to spoil it for you, we'll just (rather huffily) give you a few surface facts. Level 8 is tough. The level is constructed around a central hub and the ceiling is miles up. All around the rim of the hub are little cubby holes where snipes sit. Your first action should be a sweep of the exterior to pick off stray assassin cyborgs. Look directly up and pick them off from downstairs.

Generally speaking:

1 You'll need to use your jump jet boots big time on this level. Most of the inaccessible upper echelons can only be reached with said hardware enhancements.

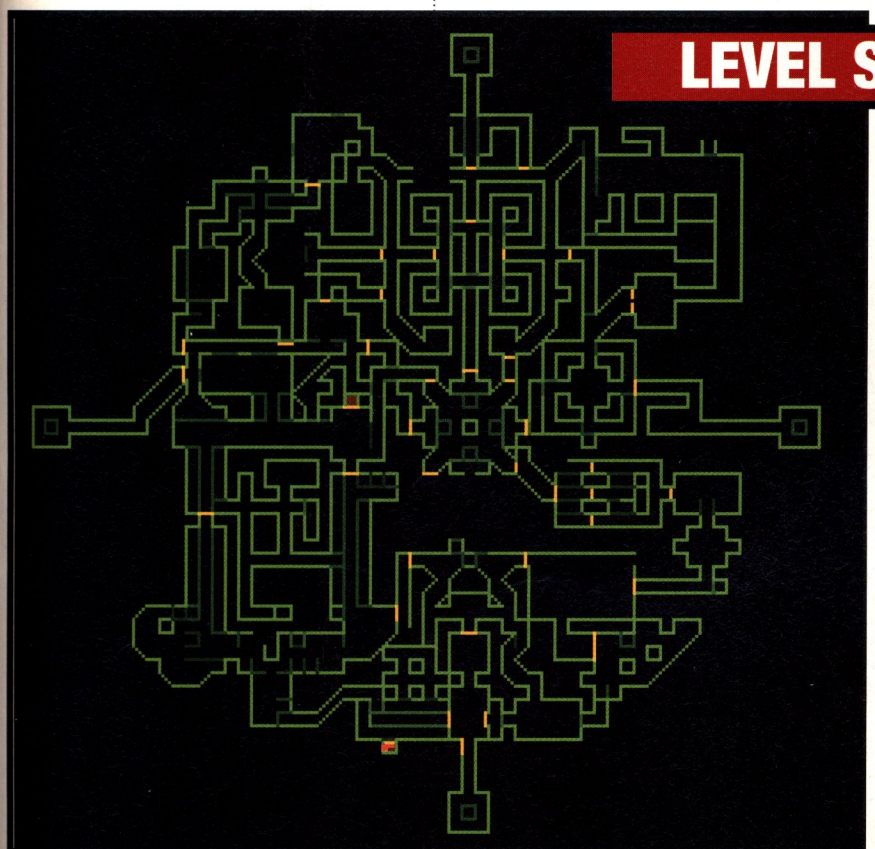
2 When using the jump jets, ensure you have an ample supply of battery packs on hand to plump up your energy en route.

3 The rest is relatively straightforward. For us, *System Shock*'s gameplay took a big dip from here on in. The whole shifted from an excellent RPG into an inferior (but better looking) *Doom* 'em up.

When you've finally activated the force bridge to the central core, you'll be faced with a final battle with Edward Diego. He's pretty straightforward to dispatch but when he dies the central column in the room opens up and three nasty monsters appear. The best strategy is to take a Reflex patch just before you kill Diego. This should give you plenty of time to react to the threat.

That simple enough for you? Good. ☞

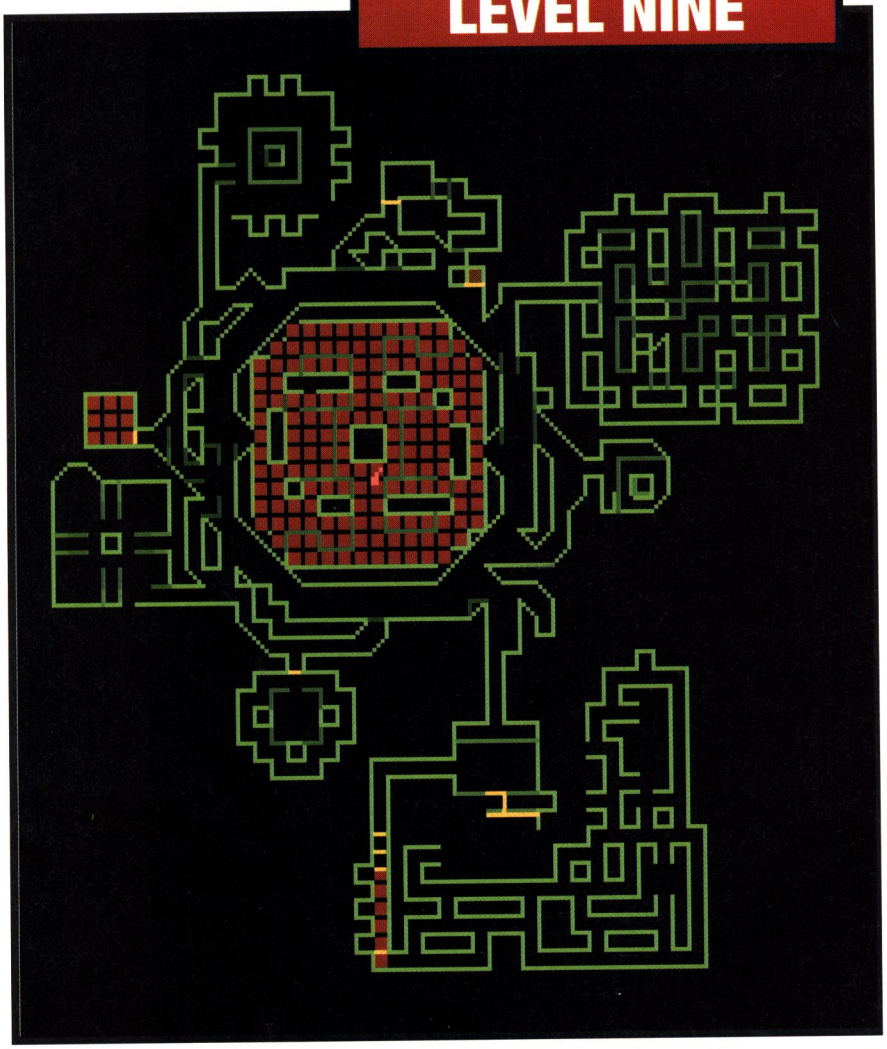
LEVEL SEVEN



LEVEL EIGHT



LEVEL NINE



LEVEL NINE, the main bridge, is, quite frankly, disappointing. As per usual, the whole level design revolves around a central hub which contains the cyberjack to Shodan's private domain.

Level nine's aim is twofold. First you must unlock the four forcedoors which lead to the bridge's main lock. These are located in mazey areas to the north, south, east, and west. Once you've done this, you need to find the isolinear chipset which will give you access to the bridge's main CPU room (in the centre). Once you're in there you can prepare for the ultimate cyberspace confrontation.

Just a few points:

1 The labyrinthine area to the south, which contains one of the force door locks, is a nightmare. It's chockablock with reincarnating autobombs (hence the gaps in the map). Your best bet is to head straight for the lock and then get the hell out.

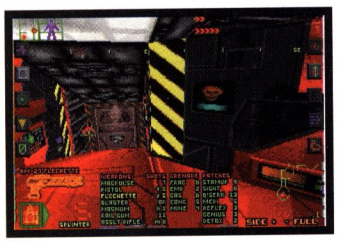
2 The isolinear chipset is in the small room to the east, inside a cage.

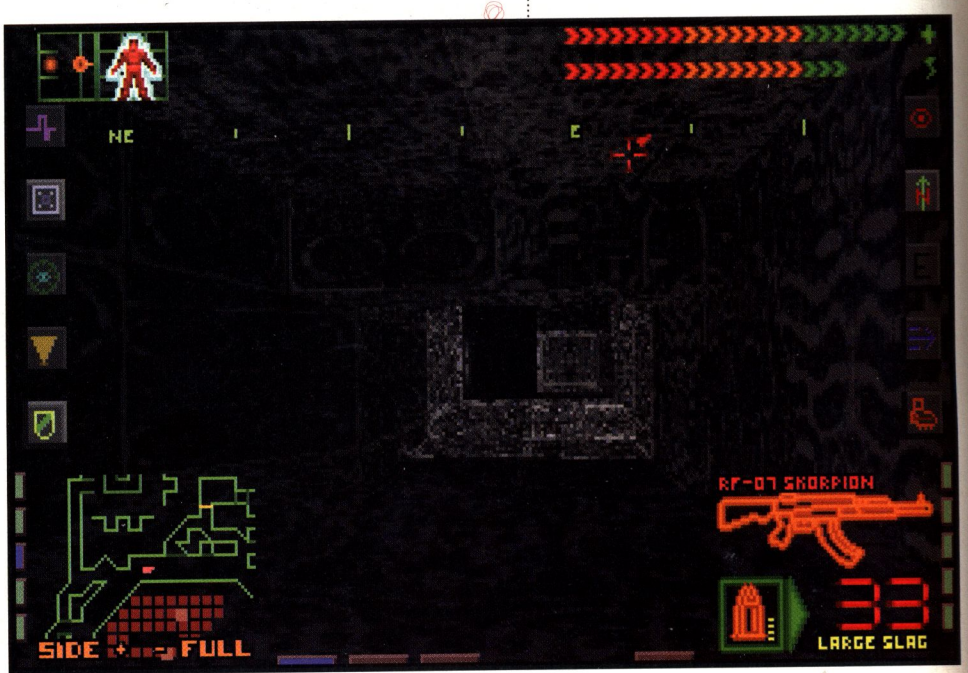
3 The central core is a high-radiation area and packed with about ten tough cyborgs. Take a Reflex patch and pick them off at your leisure.

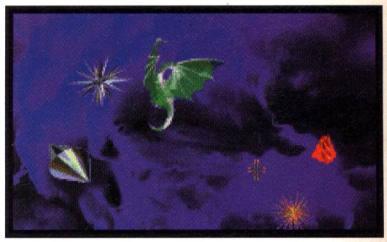
4 The last final confrontation with Shodan in cyberspace is a bit "hit and miss". For the first time in the game you'll have a choice of paths to take. There's no fixed strategy. You'll learn the route via multiple attempts. When you finally encounter Shodan, just back off and fire thousands of pulser rounds into the overgrown triangle that is Shodan.

5 That's it. A bit "crap", wasn't it?









SPOILED!

BloodNet

Who ever said nothing of merit comes out of Belgium? Erwin Van Himste didn't. And neither would we, the True-Player labs, after seeing his swift, no-holes barred, comprehensive as the United Nations solution for *BloodNet*, that cyberpunk arcade adventure "shocker" by MicroProse. Take it away, Erwin.

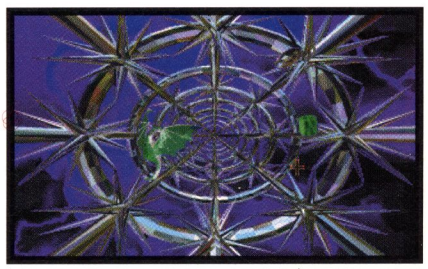
FIRSTLY, DO NOT TALK to Shock Maraud at the Strawberry Fields if you don't want a fight every five minutes.

Try these wells: TTHEAT, NYVAULT, BLACKWOOD, SOFTBALL, and NOUN.

In Tackett's lab take the implant plans and the 4MB chip. Place the chip in the decking unit and head for Houstin Matrix Rovers. Take the patch cord and talk to Larry Owen. Next stop – Abyss. Talk to Rymma Fizz and get at least one other person to join you (try Monnick St.Clair). At the Metropolitan Museum of Art have a quick cheat with Montgomery Taylor, but make sure you answer "NO" to his first question. Visit Vince's Munition Depot next, buy a Jury Rig Toolkit, then nip to Central Park. Talk to Kimba West. If there are only three people on screen, go off somewhere, faff about for a bit, and return to Central Park when there are seven people floating about. Talk twice to Sander Tomalin and put the soul box in the decking unit. Search the area thoroughly and take the dirt. Don't forget to talk to Mother Mary on the second screen.

PART TWO

At Cafe Voltair talk to Lenora Major. Answer "YES" and then talk to Oscar Nandez in the second room. In Cyberspace talk to everyone with meet – you will only meet them once so make the most of it. At the Kafka Conspiracy talk to Coover Tristan. Next, at the Electric Anarchy, chew the fat with Phree Tought, Nai Hilistick, Chuck, Pracktle K.Oss, Auntie Matter, and Garrick Fizz (make him join you). Then, at Autonomy Dogs, talk to Wild Child and Sabaccatus St.Aubens. At Hard Metals, chat to Tempered Steele (these names are just silly) and make him join your increasing ranks. Talk to Liquid Nails and head for the Metropolitan Museum. If your bloodlust is already high, about 80 per cent or so, search the area and take the coffin. Bite the guard but don't let your party members "come into



action". (*A little Belgium idiom which doesn't translate, methinks – Ed.*)

PART THREE

At St.Patrick's Cathedral talk to Mother Mary and Brother Complicitus (both twice) and then hightail it to the Hellfire Club where you should talk to George Yachisin and Renfield. Next, at Strongarm Tacktick, buy the Lockpick Casting and the Diagnostic Unit, and then jury-rig the electronic lockpicks. If your party is not yet complete, make Renfield number six. Drop the coffin and use the dirt on it. You can now come back here to rest and recover. The next stop is TransTechnicals (you have to wear the security badge before you can enter here). Kill Chief Daryl Paine in Security. Search the room and take everything and then talk to Bill Doughan. In the Nanotech lab, search the area and take everything. Search the room and take everything. Use the lockpick on the second door, and search that room, too. Read the crackdown list and head for Lazlo Green.

PART FOUR

Search his room and take the gas mask. Let someone put it on his head. Back at Electric Anarchy, talk to Phree Thought and give her the Dragon Soul Box. Then, at the Icon Robbers Studio, use the Somnavapor. Search the room, taking the Holocam, the Holofilms, and the transmitter. Talk to Ghost Walter at Doom Pilots and then visit Madame Mescal to buy and use the Instapigment. At the Cloisters, do not kill the knights. Take the beads from Sebastain's room and then, in the Weapon Room, film Stark and use the film in front of the mirror. As per usual, search the room and take everything. Talk to Sir Theodorc, search the room, and – you've guessed it – take everything. Return to the Cafe Voltaire and place the beads next to Cyril Thorpe. Put the Azrael box and the Trans Techs Security pass in your decking unit. Next, in Cyberspace, go via FATS to the well MEDIUM and talk to Cyril Thorpe. Back at the Cloisters don't wait too long to re-enter this place, otherwise the Instapigmet will be rendered useless and you'll have to fight the knights. In Sebastain's room, he will bless the soulblades and the stakes.

PART FIVE

Make sure you talk to Melissa Van Helsing in Cyberspace if you didn't earlier. At Le Phood talk to Melissa and make her join you. Dismiss Renfield if you want. At the Hellfire Club, talk to Alexander Tennent and take a picture of Walter Macalaster. In Van Helsing's Apartment kill the vampires, go to the second room, search it, and take the Signal Scrambler. SAVE THE GAME.

Use the scrambler to get to the second room in Grant's Tomb. Dismiss the bad girl, rest at Renfield's place, and buy some ammunition if necessary. Kill everyone and take the Emerald Pendant. Free Alexander Tennent with the Lockpicks and then head back to TransTechnicals and talk to Bill Doughan. Go to Electric Anarchy, talk to Chuck, and make him a member of your group. Disassemble the Green Pendant and put the Emerald Looker Chip and Tackett's Essence in the decking unit.

Go to Cyberspace and talk to Tacketts Cybervision. Go via FATS to the KANSAS well and talk to Sally. At Saint Patrick's Cathedral dismiss Chuck, talk to Mother Mary and make her join you. If your ammo or health is low, do something about it. Go to Transtech room 1122 and kill everyone. Make sure you kill Van Helsing but don't let Mother Mary die. After the battle talk to Dr John Walker. Head into Cyberspace and go via FATS to the ELIZABETH well. Kill the six Dracula images and then kill Dracula with the blessed stake. Fin.



BUYERS GUIDE

Welcome to the all-singing, all-dancing *PC Zone* Buyers Guide that is to gaming what the BR timetable is to trainspotters. You name it, it's here – painstakingly compiled by our very own engine driver.

Issue 1 – April 1993

Dune II
(89: Recommended) Virgin Interactive Entertainment – Strategy £35.99
Civilization meets *Sim City* in a frantic spice 'em up.

Lemmings 2: The Tribes
(88: Recommended) Psygnosis – Puzzle Game £39.99
A brilliant reworking of one of the best computer games ever written.

Ragnarok
(60) Mirage – Board Game £35.99
As the great man said: if you like this sort of thing, this sort of thing you like. Let down by too many inessential, flashy bits and not enough on the main, interesting idea. As stand-alone shareware, *The King's Table* would rate 75%.

Reach For The Skies
(52) Virgin Interactive Entertainment – Flight Sim £35.99
Uninspired WW2 flight sim with pretensions to strategy that don't stand up to close inspection.

Shadoworlds
(60) Krisalis – Role-Playing Game £34.99
We asked a hundred people who'd played *Shadoworlds* if they thought it was a damn good game with a smart control system. They said "Yes". Our survey said "Erk-err". Sorry, they lose.

Stunt Island
(82: Recommended) Infogrames – Flight Sim £49.99
A unique simulation that combines all the fun elements of flight sims with superb 3D construction, film and editing utilities. A bit on the pricey side, but good value for film buffs nonetheless.

Tegel's Mercenaries
(50) Electronic Arts – Strategy – Deleted
Not funny. Not entertaining. And not very good.

The Complete Chess System
(80: Recommended) Kompart (UK) Ltd – Chess £34.99
Good enough for the expert, easy enough for the beginner.

The Legend Of Myra
(65) Grandslam – Puzzle 14.99 – £10 direct
One of the best *Boulderdash* clones to appear recently. Hardly original, but fun for a while if you've got fast reflexes.

Transarctica (CD)
(55) Simarils – Strategy £39.99
Reads a lot better than it plays. Very disappointing.

Ultima Underworld II: Labyrinth Of Worlds
(94: Classic) Origin – Role-Playing Game £39.99
Just go out now and buy it, okay.

Issue 2 – May 1993

Archer Maclean's Pool
(87: Recommended) Virgin Interactive Entertainment – Sport £25.99
Excellent pool game. An impressive, if not wildly different, sequel to *Whirlwind Snooker*.

Battlechess 4000
(81: Recommended) Electronic Arts – Chess £44.99
Brilliant, funny and with a workmanlike chess sim attached. But for how long will it stay funny?

Blade Warrior
(40) Zeppelin Games – Combat £9.99 (£12.99 CD)
Arcade combat jaunt with a smattering of detailed quest elements.

Buzz Aldrin's Race Into Space
(90: Classic) Interplay – Strategy £39.99
Testing strategy/historical simulation. Buy it.

Crystals Of Arborea
(47) Simarils – Role-Playing Game £2.99
A badly designed RPG with only its price to recommend it.

Heroquest
(66) Gremlin Graphics – Board Game £11.99
A good, but uninspired conversion of the classic board game.

Jordan In Flight
(70) Electronic Arts – Sport £39.99
Looks good, plays okay. There's just not enough to it, and it's a bit too easy.

Metal Mutants
(45) Simarils – Combat £2.99
Impress your friends – this disk makes an unusual coaster that will brighten up any coffee table.

Ringworld
(80: Recommended) Tsunami – Adventure £39.99
An engaging interactive point 'n' click sci-fi romp.

Shadow Of The Comet
(87: Recommended) Infogrames – Adventure £44.99
A successful attempt to recreate the work of Lovecraft for game players. A must buy.

Space Quest V: Roger Wilco The Next Mutation
(72) Sierra On-Line – Adventure £39.99
Better than the usual twee nonsense from Sierra.

Spear Of Destiny
(60) Psygnosis – Shoot 'Em Up £39.99
Out classed, out of time and overpriced.

Storm Master
(70) Simarils – Strategy £12.99
An attractively presented and absorbing strategy game.

Veil Of Darkness
(70) US Gold – Role-Playing Game £35.99
Good script, easy to play but a little short.

Wacky Funsters
(30) Accolade – Compendium (not available in the UK)
The game never gets beyond being the equivalent of an enjoyable demo.

X-Wing
(88: Recommended) LucasArts – Space Combat £45.99
Fabbo space-based shoot 'em up.

Xenobots
(75) Electronic Arts – Combat £39.99
A spanking good, strategic shoot 'em up, which has too short a life expectancy for our liking.

Zool
(85: Recommended) Gremlin Graphics – Platform Game £34.99.
The best platform game released for the PC so far.

Issue 3 – June 1993

DJ Puff
(62) Codemasters – Platform Game £9.99
Okay, but it looks like an 8-bit console game.

Dogfight
(50) MicroProse – Flight Sim £44.99
Far too easy, major flight model discrepancies and grass can kill you. All in all, a pile of jobs.

International Athletics
(55) Zeppelin Games – Sport £9.99
Fun as far as it goes, which isn't far.

International Rugby Challenge
(67) Domark – Sport £34.99,
Scores a try, but doesn't quite manage the conversion.

Serpent Isle: Ultima VII Part Two
(89: Recommended) Origin – Role-Playing Game £44.99
Origin's flair for storytelling and atmosphere creating pays off once again.

Spaceward Ho!
(25) New World Computing – Space Combat £44.99
There are better strategy games for free.

Strike Commander
(65) Origin – Flight Sim £44.99
There are lots of brilliant bits, but unfortunately there's also an equal number of "unbrilliant" bits.

The Greatest
(70) Beau Jolly – Compilation £39.99
A good way to save £81.98 and try out some good, if slightly old, games.

The Legacy
(60) MicroProse – Role-Playing Game £44.99
A brave attempt to create a gothic role-playing game which doesn't quite gel.

The Terminator 2029
(50) Bethesda Softworks – Combat £29.99
Terminal Case.

Tony La Russa II
(73) SSI – Sport – Deleted
An exceptionally-detailed baseball game, and almost a very good one.

Unlimited Adventures
(59) SSI – Role-Playing Game £37.99
Competent, but not the most essential purchase ever.

Wayne Gretzky Hockey 3
(69) Bethesda Softworks – Sport £44.99
May appeal to buffs, but has nothing to attract the casual browser.

World Cricket
(30) Zeppelin Games – Sport £9.99
Fails to provide either action or strategy.

Issue 4 – July 1993

Boston Bomb Club
(70) Simarils – Puzzle £9.99
Fairly basic but fairly addictive puzzler.

Cohort II
(30) Impressions – Strategy £34.99
All the fun and entertainment of a barium meal.

Eye of the Beholder III: Legend Of Myth Drannor
(64) SSI – Role-Playing Game £39.99
Has none of the feel or atmosphere of its prequels. Strictly for the yellow-fingernailed brigade only, I'm afraid.

Freddy Pharkas Frontier Pharmacist
(85: Recommended) Sierra On-Line – Adventure £39.99
An utterly absorbing, entertaining and difficult point 'n' click adventure with some incredibly naff in-jokes.

Maelstrom
(70) Empire – Strategy £39.99
You've read the review – you decide.

Nippon Safes Inc
(66) Global Software – Adventure £34.99
Great plot, nice artwork, decent price but nothing out of the ordinary.

Populous And The Promised Lands
(85: Recommended) Hit Squad – Strategy £14.99
One of the greatest games ever written – buy it!

SimLife For Windows
(69) Virgin Interactive Entertainment – Strategy £35.99
If you liked *SimEarth*... Fun, but not lasting fun.

Space Hulk
(90: Classic) Electronic Arts – Strategy £44.99
Death, destruction, blood, gore, tension, fear, and a damn good game as well.

Starblade
(22) Simarils – Space combat/Trading £9.99
It crashes a lot, but why care?

Strike Fleet
(75) Hit Squad – Wargame £14.99
A worthwhile addition to naval sims.

Super Ski II
(20) Microids – Sport £9.99
Sad, speccy ski game.

The 7th Guest
(60) Virgin Interactive Entertainment – Adventure £44.99 (CD)
Technologically okay, but disappointingly weak on gameplay.

Tom Landry Strategic Football
(75) Merit Software – Sport £44.99
A very good, strategic, American football sim that could do with more player involvement.

V For Victory 3 – Market Garden
(82: Recommended) Three-Sixty Pacific – Wargame £34.99
Why bother with boards, hexes and counters when you've got games like this?

Where In Space Is Carmen Sandiego?
(85: Recommended) Electronic Arts – Edutainment £39.99
Educational, fun and highly recommended.

Issue 5 – August 1993

10 Intelligent Strategy Games
(60) Oxford Softworks – Compendium £34.99
Good sampler and cheap if you need them all.

688 Attack Sub
(78) Hit Squad – Submarine Simulation £14.99
Sub-standard? Definitely not!

Air Bucks v1.2
(49) Impressions – Strategy £34.99
A potentially interesting variation on a theme, which fails largely due to being more than a tad unexciting.

Betrayal At Krondor
(91: Classic) Dynamix – Role-Playing Game £44.99
The licence makes a lot of difference – great story, great game.

Championship Manager '93
(75) Domark – Sport £29.99
An undoubtedly "serious" management game that's involving, but occasionally unnecessarily slow.

Chess Maniac 5 Billion & 1
(60) Spectrum Holobyte – Chess £44.99
Falls between two stools – and I'm being very nice here.

Dizzy Collection
(60) Codemasters – Compilation £35.99
Contains: *Fast Food Dizzy, Fantasy World Dizzy, Kwik Snack, Dizzy Prince Of Yolkfolk, Magicland Dizzy.*
A poor egg-scuse to make totally unfunny egg yolks. Just about playable.

Ishar 2: Messengers Of Doom
(50) Simarils – Role-Playing Game £32.99,
Would have been a real contender if it had been released a year or two earlier.

James Pond 2: Codename Robocod
(87: Recommended) Millennium – Platform Game £30.99 – Only available in a compilation
"Nifty scrolling, great gameplay" is our first remark on playing Robocod, closely followed by "Has anyone got a pair of sunglasses?"

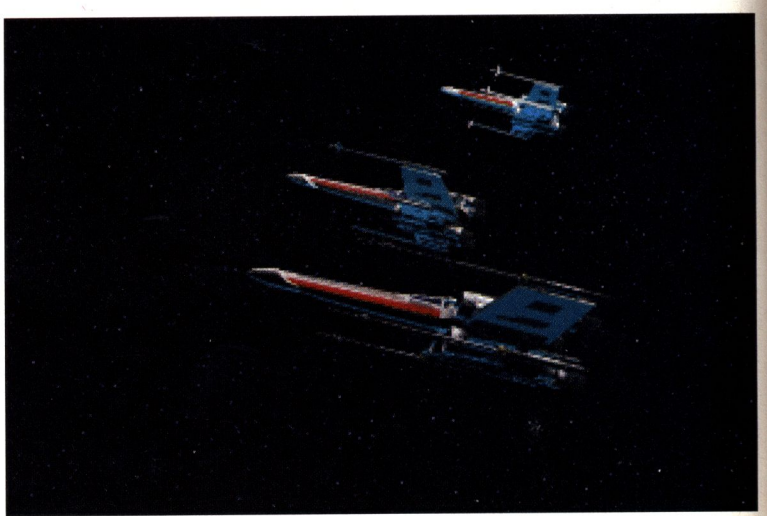
Premier Manager
(59) Gremlin Graphics – Sport £29.99
Not recommended as a full-priced game – it would make a good, fun budget game.

Prince Of Persia 2: The Shadow And The Flame
(89: Recommended) Brøderbund – Platform Game £39.99
We reckon they could have done more with it, but it's a corker nevertheless.

Protostar
(80: Recommended) Tsunami – Space Combat/Trading £39.99
A slick game that's full of nice touches and good ideas, but if you're not patient, don't bother.

Syndicate
(90: Classic) Electronic Arts – Strategy £44.99
Incredibly violent, completely amoral and brilliant fun.

The Cycles
(55) Hit Squad – Sport £12.99
Sadly, an overpriced and underpowered ride into the past.



X-Wing: groove on down to the old "destroy the Death Star, save the croissant-haired princess" tune.

War In The Gulf
(81: Recommended) Empire – Wargame £34.99
Another great set of blood-thirsty missions for one of the most playable 3D battle sims ever.
Worlds Of Legend
(73) Mindscape – Role-Playing Game £25.99
Perfectly reasonable but rather old-fashioned fantasy RPG jobbie.
WWF Wrestlemania
(58) Hit Squad – Sport £9.99
Fairly limited beat 'em up, which was delivered much better on the console.

Issue 6 – September 1993

Blade Of Destiny: Realms Of Arkania
(78) US Gold – Role-Playing Game £39.99
Large in scale, absorbing to play – but more suited to "serious" role-players than your average gamer.
Blue Force
(35) Tsunami – Adventure £39.99
Tiresome controls and sloppy design mar what could have been a decidedly average adventure.
Caesar's Palace For Windows
(65) Virgin Interactive Entertainment – Casino Compendium £35.99
A good compilation; unnervingly addictive.
Fields Of Glory
(89: Recommended) MicroProse – Wargame £44.99
A brilliant sim that puts even the most reluctant wargamer right into the thick of it. Only its speed prevents it from being awarded Classic status.
Flashback
(89: Recommended) US Gold – Platform Game £37.99
It's *Prince Of Persia* in the future (but this time he's got a gun).
Lotus – The Ultimate Challenge
(68) Gremlin Graphics – Driving Game £34.99
Nothing particularly new, but good fun, especially in two player mode.
Maniac Mansion 2: Day Of The Tentacle
(85: Recommended) LucasArts – Adventure £42.99
Lovely graphics, good music, quite challenging but a bit too American for my roast beef and dumplings taste buds.
MiG-29: Fulcrum
(70) Domark – Flight Sim £14.99
Almost no scenery, but a nice flight model.
Monopoly
(75) Supervision – Board Game £34.99
A faithful conversion, which is slightly too flashy for its own good.
Napoleonics
(79) On-Line Entertainment – Wargame Compendium – Deleted £34.99
Three excellent and original Napoleonic wargames for tactical experts.
Open Golf
(50) Ocean – Sport – Deleted
A disappointing foray into the world of golf sims from Ocean.
Pinball Dreams
(78) 21st Century Entertainment – Pinball Simulation £37.99
As enjoyable as the real thing, but a bit on the pricey side.
Prehistorik 2
(50) Titus – Platform Game £7.99
A very average platform game, which competes with some budget titles but little else.
Rags To Riches
(60) Interplay – Strategy £39.99
Lacks excitement; unlikely to have a long life.
Return Of The Phantom
(73) MicroProse – Adventure £44.99
Delightfully atmospheric and aimed at beginners, but a tad too short and easy to justify the price.
Sensible Soccer
(70) Renegade – Sport £34.99
The best football game around for the PC, but still not as good as it should've been.
Space Legends
(75) Empire – Compilation £34.99
You'll like at least two out of three.
The Immortal
(70) Hit Squad – Role-Playing Game £14.99
At least four Sunday afternoons' play we reckon.
Tornado
(93: Classic) Digital Integration – Flight Sim £44.99
The more you play, the deeper it gets – eventually you'll need a bathyscape. Not for beginners.

Issue 7 – October 1993

Ambush At Sorinor
(70) Empire – Strategy £39.99
Short, sharp missions, and plenty of them, make this an interesting strategy game.
Archer Maclean's Pool (256 colour version)
(88: Recommended) Virgin Interactive Entertainment – Sport £30.99
Exactly what it claims to be – the same game with more colours. Score assumes you don't have the original.
Caesar Deluxe
(70) Impressions – Strategy £34.99
More user-friendly than its predecessor but the game remains the same.
Clash Of Steel
(67) SSI – Wargame £39.99
Intricate and well presented wargame with plenty of appeal for the dedicated wargamer.
Day Of The Tentacle (CD)
(87: Recommended) LucasArts – Adventure £45.99
A very taxing, very American adventure, with some of the best animation ever.
Dune (CD)
(82: Recommended) Virgin Interactive Entertainment – Adventure £44.99
A shining example of a good game made into a great game for CD.
Eric The Unready (CD)
(77) Accolade – Adventure £34.99
Hilarious, but the creaky interface isn't so funny.
F-15 Strike Eagle II
(85: Recommended) Kixx – Flight Sim £16.99
It still holds its own in a dogfight.
Flames Of Freedom
(70) Kixx – Strategy/Arcade £9.99
A bit old, a bit saggy, but will still give purists much fun.
Galactic Warrior Rats
(75) Alternative Software – Arcade £9.99
Totally simple, totally basic, but quite good fun nevertheless.
Gunboat
(54) Hit Squad – Submarine Simulation £14.99
A better idea than game.
Hardball
(20) Hit Squad – Sport £12.99
Interesting only as an example of how bad baseball games used to be.
Imperial Pursuit
(80: Recommended) LucasArts – Space Sim £19.99
Long, involving "story-driven" tour of duty, perfect for Skywalker-wannabes.
King's Quest VI (CD)
(90: Classic) Sierra On-Line – Adventure £49.99
Excellent use of a CD, despite the "soft" story.
Lands Of Lore
(90: Classic) Virgin Interactive Entertainment – Role-Playing Game £35.99
A tasty and involving reminder of what *Eye Of The Beholder III* could have been.
Legend Of Kyrandia (CD)
(82: Recommended) Virgin Interactive Entertainment – Adventure £44.99
Stunning to look at, but not really challenging enough if you're the type who has played a lot of adventures before.
LHX Attack Chopper
(88: Recommended) Hit Squad – Flight Sim £14.99
Still one of the classic flight sims.
Loom
(72) Kixx – Adventure £14.99
Simple and enchanting adventure; an ideal game for beginners.
Mean 18"
(60) Hit Squad – Sport £9.99
Reasonable mid-table golf game.
MiG-29
(75) MicroProse – Flight Sim £19.99
An excellent add-on for *Falcon 3.0* fans, but nothing groundbreaking in flight sim terms.
NHL Hockey
(91: Classic) Electronic Arts – Sport £44.99
A great version of a brilliant game.
Pirates Gold!
(75) MicroProse – Strategy £44.99
As good as the original. Unfortunately, it almost is the original.
Railroad Tycoon Deluxe
(72) MicroProse – Strategy £39.99
Not significantly better than the original, but if you haven't got that then add 20% to the score.
Ringworld (CD)
(82: Recommended) Tsunami – Adventure £39.99
An alternative to having it on disk; nothing more!
Rules Of Engagement 2
(91: Classic) Impressions – Strategy £44.99
A game of great depth and complexity.
Seal Team
(77) Electronic Arts – Shoot 'Em Up/Strategy £44.99
In storyboard form I imagine it looked fabulous. In transition to code, however, it feels like something has gone astray.
Simon The Sorcerer
(86: Recommended) Adventuresoft UK Ltd – Adventure £39.99
At last an Anglo answer to the average American adventure. Recommended.
The Lost Vikings
(80: Recommended) Interplay – Arcade £34.99
An excellent puzzle/platform/arcade game (categorise it yourself, we can't be bothered).
The Patrician
(65) Daze Marketing – Trading Sim £34.99
Desperate for a trading game set in the Hanseatic League but which could have been given more zap? Look no further.



Simon The Sorcerer: at last, an adventure game with a sense of humour – albeit a bit Pratchett-esque.

Wing Commander Academy
(60) Origin – Flight Sim £19.99
This is only really worth it for *Wing Commander* combat addicts.

Issue 8 – November 1993

Battle Chess
(45) Interplay – Chess £44.99
Stalemate for the *Battlechess* series.
Blue Force (CD)
(40) Tsunami – Adventure £39.99
A criminal waste of a CD.
Conquered Kingdoms
(71) Mirage – Wargame £44.99
The rather second rate packaging and laughable manual conceals a highly playable, fantasy wargame.
Cover Girl Strip Poker
(40) On-Line Entertainment – Card Game £34.99
An appallingly bad poker game; a weak excuse for some dirty pics.
Flight Simulator 5.0
(90: Classic) Microsoft – Flight Sim £35.00
The definitive flying simulation, but not the definitive flying "game".
Gear Works
(62) The Software Business – Puzzle Game £19.99
Not good enough for the price and not cheap enough for what it is.
Grand Prix Circuit
(50) Hit Squad – Driving £12.99
Playable but crap for the price.
Hard Drivin' 2
(30) Hit Squad – Driving £12.99
Unplayable and crap for the price.
Homeworld: Gateway II
(75) Accolade – Adventure £39.99
Long, hard trek through pretty unatmospheric space.
Lord Of The Rings
(70) Interplay – Role-Playing Game £44.99
New and improved role-playing Tolkien jaunt for patient fantasy fans only.
Lost In Time
(69) Coktel Vision – Adventure £44.99
Tough, good looking adventure that comes a cropper at the end.
Motor Stars
(75) Revell – Racing £59.99
Sex on CD for kit-heads but coffee mat for everyone else.
Patriot
(45) Three-Sixty Pacific – Wargame £44.95
A revolutionary but seriously flawed approach to land-based wargaming.
Shadowlands
(65) Hit Squad – Role-Playing Game £12.99
One for the RPG addicts.
Solitaire's Journey
(87) Mirage – Puzzle £44.99
The closest that solitaire fans will get to Heaven on Earth.
Stronghold
(80: Recommended) SSI – Strategy £35.99
Extremely addictive even if you'd normally steer clear of D&D™.
Super Space Invaders
(75) Hit Squad – Arcade £9.99
Here's a blast from the past for less than a round of drinks.
T2
(80: Recommended) Virgin Interactive Entertainment – Arcade £29.99
Mindless, chaotic and highly addictive.
The Silver Seed (Ultima VII Add-On Disk)
(50) Origin – Role-Playing Game £19.99
An utterly pointless addition to a brilliant game. One can only turn to Origin and ask "Why?"
Troddlers
(79) SCI – Puzzle Game £29.99
Not at all bad, but it smacks too much of other games to achieve classic status.

Issue 9 – December 1993

Blue Angels
(30) Hit Squad – Flight Sim £12.99
Interesting, but hardly spectacular.
Brutal Football
(65) Millennium – Sport £29.99
Too much violence, not enough game.
Chuck Yeager's Air Combat
(85: Recommended) Hit Squad – Flight Sim £14.99
Living proof that pensioners still have what it takes.
Clix
(62) The Genesis Arcade – Puzzle Game £14.99
Nice idea, shame about the gameplay.
Cogito
(57) Mindscape – Puzzle Game £29.99
A reasonably entertaining and challenging puzzle game, but only for the patient.
Dark Sun: Shattered Lands
(83: Recommended) SSI – Role-Playing Game £45.99
The next best thing to an *Ultima*.
Dino Dini's Goal
(60) Virgin Interactive Entertainment – Sport £35.99,
Kick Off with sideways options (but it works). Not as good as *Sensible Soccer*.
Dracula
(65) Psygnosis – Arcade £39.99
A good, challenging game, but the execution should have been better.
Frontier: Elite II
(95: Classic) Gametek – Space Trading Sim £39.99
Without doubt an unrivalled classic; nothing else even comes close.
Front Page Sports Football Pro
(85: Recommended) Dynamix – Sport £39.99
The best around, but you'll definitely need a high-spec machine.
Gobliiins
(50) Coktel Vision – Puzzle – £39.99
An unimproved CD version of an original but inspired game.
Hook
(35) Hit Squad – Adventure £12.99
At last we have perhaps the most faithful film conversion around. The movie was a turkey, so is the game.
Jack The Ripper
(39) Mirage – Adventure £44.99
Ugly, unpleasant and boring. Give it a job with *PC Zone*.
Jutland
(72) On-Line Entertainment – Strategy £59.99
Good but sadly there are too many unnecessary gimmicks.
Kasparov's Gambit
(85: Recommended) Electronic Arts – Chess £44.99
Excellent chess game with attitude and personality.
Magic Candle I
(80: Recommended) Hit Squad – Role-Playing Game £14.99
Good as an RPG, excellent as a budget.
NFL Coaches Club Football
(70) MicroProse – Sport £44.99
A good attempt that's let down by the rather poor passing system.

BUYERS GUIDE



IndyCar Racing: great graphics and playability make this the best ever driving game.

Privateer
(75) Origin – Flight Sim £49.99
Wing Commander fans will love this. *X-Wing* fans won't. It's as simple as that.
Sim Farm
(79) Maxis – Strategy £34.99
Quite good if you like farming, but not as good as *Sim City*.
Steel Thunder
(60) Hit Squad – Arcade £12.99
Reasonable fun, but not one you'd come back to.
Street Fighter II
(81: Recommended) US Gold – Beat 'Em Up – £29.99
Addictive and violent but the cross over to the PC hindered unless you invest in a game pad.
Strike Commander: Tactical Operations
(80: Recommended) Origin – Flight Sim £19.99
Essential if you're determined to get the most out of *Strike Commander*.
V for Victory 4: Gold–Juno–Sword
(78) Three-Sixty Pacific £34.99
It's still the best computer wargames system but it needs a shot in the arm... or leg... or both even.
When Two Worlds War
(63) Impressions – Wargame £34.99
An unattractive attempt at a strategy wargame that fails to add anything new – including excitement. Give us dice and counters any day...

Issue 10 – January 1994

8 Ball Deluxe
(75) Supervision – Pinball Game £34.99
Technically, the best pinball game there is, but there's not enough of it for the price.
20th Century Alamanac
(30) The Software Business – General Interest £74.99
Outrageous price for a poor substitute for a hardback encyclopaedia.
Aces Over Europe
(78) Dynamix – Flight Sim £44.99
It's better than *Aces Of The Pacific*, but so it should be. Dated, but still very playable.
Air Combat Classics
(60) US Gold – Flight Sim £45.99
Shows just how far things have progressed in five years.
Alien Breed
(75) Team 17 – Shoot 'Em Up £29.99
Enjoyable, undemanding shoot 'em up that comes into its own in two-player mode.
Dracula Unleashed
(85: Recommended) Mindscape – Adventure £39.99
Classy adventure that you can really get your teeth into.
Dreamlands
(72) Daze Marketing – Compendium £29.99
The ideas and graphics are interesting, the gameplay, however, isn't.
Goblins 2
(67) Coktel Vision – Puzzle Game £44.99
Zany puzzle game, frustrating at times but mostly good fun.
IndyCar Racing
(93: Classic) Virgin Interactive Entertainment – Driving £44.99
The new definitive driving game. And it comes with a free moustache.
Innocent Until Caught
(84: Recommended) Psygnosis – Adventure £44.99
Well worth nicking. Ho ho.
Jurassic Park
(73) Ocean – Adventure £34.99
Despite some irritating flaws, an atmospheric and addictive game.
Knights Of The Sky
(79) Kixx – Strategy £16.99
A game that's well worth buying for the two-player option alone.
Links Championship Course: Innisbrook
(75) US Gold – Sport £24.99
If you really want another *Links* course, then this is one.
Links
(80: Recommended) Kixx – Sport £16.99,
An excellent golf game for anyone with a less than ninja PC.
Lords Of Power
(85: Recommended) Ubisoft – Strategy £39.99
A first class simulation which you would be mad not to buy.
Network Q RAC Rally 2
(80: Recommended) Europress Software – Driving £34.99
A rather good addition to the current crop of driving games, if you can stand the opponent's amazing skills.
Newsweek Interactive
(30) The Software Business – General Interest £39.99
Over-priced, over-patronising and over here.
Night Shift
(70) Kixx – £12.99
A suitably frantic and frustrating puzzler.
Oceans Below
(70) The Software Business – Edutainment £39.99
Initially interesting, but unfortunately the novelty all too soon wears off. Strictly for scuba diving fans.
Protostar (CD)
(80: Recommended) Accolade – Space Sim £39.99
Absorbing, well designed and, if you can forgive its weaker moments, it'll keep you busy for ages.
Return To Zork (CD)
(90: Classic) Activision – Adventure £49.99
Bad news for text-adventure purists who thought that *Zork* was sacred. Ha!
Return To Zork
(90: Classic) Activision – Adventure £45.99
A highly imaginative and enjoyable adventure game with some very clever knobs attached.
Shadowcaster
(66) Electronic Arts – Role-Playing Game £44.99
Neither *Wolfenstein* nor *Underworld*. And not much in-between.
Speed Racer
(49) Accolade – Racing £39.99
Nice intro, shame about the game.
Star Trek: Judgement Rites
(79) Interplay – Adventure £44.99
The stories are poetic and the variety of gameplay is "fascinating" but it is not the best flight sim or adventure game.
Strike Squad
(25) Empire – Strategy £39.99
Just turn the page and get on with enjoying life, okay?
The Blue And The Gray
(78) Impressions – Wargame £39.99
Dedicated blood 'n' guts fans will find it a little simplistic, but it's a great all-round wargame with hidden depths and long term playability.
The Even More Incredible Machine
(89: Recommended) Dynamix 39.99
If you've never played *The Incredible Machine* now's the time to start.
World Class Rugby
(60) Audiogenic – Sport £14.99
Not really worth the waggle.
World War Two: Battles Of The South Pacific
(62) Mirage – Strategy/Action £44.99
Innovative mix of naval strategy and action. The gameplay doesn't quite live up to expectations – long term challenge.

Issue 11 – February 1994

Advantage Tennis
(55) Infogrames – Sport £35.99
Unexciting tennis game that lacks punch.
Alone In The Dark 2
(97: Classic) Infogrames – Adventure – £39.99
Absolutely Brilliant! What the PC was made for.
Alone in the Dark (CD)
(92: Classic) Infogrames – Adventure £44.99
Still the best thing since sliced bread. Buy it.
B-Wing
(72) US Gold – Space Sim £19.99
Your sister either fancied Han Solo or Luke Skywalker. You'll either fancy B-Wing or, er, something else.
Capitol Hill (CD)
(75) Software Toolworks – Edutainment £39.99
Comprehensive introduction to American politics
Chessmaster 4000 Turbo
(90: Classic) Mindscape – Chess £34.99
Tough opponent: gentle teacher.
Critical Path (CD)
(72) Media Vision – Adventure £49.99
Slick and atmospheric but way too short.
Dungeon Hack
(62) SSI – Role-Playing Game £39.99
Not enough there. Not enough design options. Not enough gameplay. Very hardened and grizzled role-players only.
Fire And Ice
(75) Renegade – Platform Game £29.99
A fun, but difficult game, marred only by an over-inflated price and ridiculous copy protection.
Flight Sim Toolkit
(80: Recommended) Domark – Simulation £49.99
Recommended, but only if you find *Stunt Island* limiting. It can be very heavy going.
Global Dominaton
(65) Impressions – Strategy £39.99
Slick, addictive strategy game but it presents no long term challenge.
Goblins 3
(75) Coktel Vision – Puzzle Game £39.99
Good for beginners and a pleasant diversion for seasoned adventurers.
Kingmaker
(88: Recommended) US Gold – Board Game £37.99
Without doubt the best board game conversion for a long, long time.
Magic Boy
(60) Empire – Platform Game £25.99
Not very "magic" at all.
Master of Orion
(72) MicroProse – Strategy £44.99
A good one for all the accountants out there.
Rebel Assault
(93: Classic) LucasArts – Shoot 'Em Up £49.99
It's *Star Wars*. It's also the most important game to date.
Striker
(55) Elite – Sport £29.99
Another Paul Bodin penalty of the gamesplaying world.
Subwar 2050
(88: Recommended) MicroProse – SImulation £44.99
Easily the best "fun" simulation that MicroProse has produced.
The Labyrinth Of Time
(89: Recommended) Electronic Arts – Adventure £39.99
Beautiful, alluring, a touch slow and a little fussy. A quite superb adventure though.
The Terminator Rampage
(75) Bethesda Softworks – Arcade £39.99
Okay, but once you've seen *Doom*, you'll laugh in *Rampage*'s face and spill its pint.
VGA Planets
(70) PAW PBM – Role-Playing Game £24.99
A rather interesting type of role-playing game that takes some time, but is generally worth the wait.

Issue 12 – March 1994

Campaign
(52) Empire – Strategy £39.99
Dim-witted attempt at simulating armoured action – too buggy to recommend, despite colourful graphics and arcade sequences.
Championship Manager '94
(80: Recommended) Domark – Sport £29.99
It's still the best (just).
Championship Manager Italia
(80: Recommended) Domark – Sport £29.99
It's the best too, just with a few more noughts at the end of the transfer figures.
Combat Classics 2
(50) Empire – Flight Sim Compendium £34.99
Sadly, this compilation contains one classic and two rather second -rate duds.
Companions Of Xanth
(73) Accolade – Adventure £39.99
Awful puns. Questionable Humour. Very *Monkey Island*-esque. What more could you want from an adventure?
Cyber Race
(64) Cyberdreams – Racing £44.99
Mildly entertaining for a quick blast, but that's about it.
Fury Of The Furries
(85: Recommended) Mindscape – Puzzle/Platform Game £39.99
A riveting platform puzzler, but not for the easily frustrated.
Gabriel Knight
(92: Classic) Sierra On-Line – Adventure £39.99
Brilliant and frightening offering from Sierra.
Genesia
(83: Recommended) Mindscape – Strategy £34.99
A little bit of *Populous*, a little bit of *Civilisation*. **Hand Of Fate**
(82: Recommended) Virgin Interactive Entertainment Adventure £39.99
You've got to hand it to Westwood, this is a bit of a stunner.
Heirs To The Throne
(43) Mirage – Strategy £44.99
If I got this kind of quality from a PD game I'd blinking well complain.
Indianapolis 500
(65) Hit Squad – Driving £14.99
A once-great giant succumbs to the ravages of time.
Leisure Suit Larry 6
(75) Virgin Interactive Entertainment – Adventure £35.99
The best *Larry* yet; but he's getting way past his sell-by date.
Litil Divil
(90: Classic) Gremlin Graphics – Puzzle Game £39.99
An excellent puzzle game with wit and flair. **Police Quest 4: Open Season**
(78) Sierra On-Line – Adventure £39.99
A thoroughly professional job for those who can think and click at the same time.
Premier Challenge
(78) T'ai Chi – Sport £24.99
Design your own game. Boost this score.
Premier Manager 2
(65) Gremlin Graphics – Sport £34.99
It's better, but still too obsessed with interior decorating for my liking.
Shadow Of Darkness
(80: Recommended) Sierra On-Line – Adventure £39.99
A compelling storyline makes up for the dull battle scenes.
The Incredible Toons
(82: Recommended) Dynamix – Puzzle Game £39.99
Zany, silly and highly addictive.

Issue 13 – April 1994

Archon Ultra
(78) US Gold – Strategy £39.99
More beat 'em up than strategy.
Beneath A Steel Sky
(83: Recommended) Virgin Interactive Entertainment – Flight Sim £39.99
Graphically good and pleasingly puzzling jaunt that you'll feel like returning to.
Conspiracy
(67) Virgin Interactive Entertainment – Adventure £44.99
Takes all the fun out of Ruskie bashing.
D-Day
(38) US Gold – Wargame £35.99
D-Day lies bleeding in the no man's land of wargames.
Daemonsgate
(45) Gametek – Role-Playing Game £29.99
Out-dated, tedious and visually vestigial.
Doom
(96: Classic) iD Software – Arcade £34.99
The best arcade game and the best multi-player game ever. *Doom* is the best.
Hired Guns
(77) Psygnosis – Role-Playing Game £44.99
Ishar 2 with robots.
Hot Sound And Vision
(85: Recommended) Interplay – General Interest £44.99
An outstanding collection.
Interplay's 10 Year Anthology
(85: Recommended) Interplay – Compendium £49.99
A cost-effective way to build an instant library of classic games.
Micro Machines
(70) Codemasters – Arcade £29.99
A good two-player game (if you have a decent PC).
Mortal Kombat
(80: Recommended) Virgin Interactive Entertainment – Beat 'Em Up £29.99
Not as good as the SNES *Street Fighter II*, but the best on the PC.
Nomad
(78) Gametek – Space Strategy £29.99
Good game if you're more into exploring than fighting.
Pinball Fantasies
(80: Recommended) 21st Century Entertainment – Pinball Game £37.95
The meanest machine of them all and a worthy successor to the original *Pinball Dreams*.
Reunion
(80: Recommended) Grandslam – Strategy £TBA
Reunion has something for everyone.
Sim City 2000
(92: Classic) Maxis – Strategy £39.99
Brilliant game that'll make you anally retentive in the extreme.
Star Trek: 25th Anniversary
(86: Recommended) Interplay – Adventure £49.99
A game boldly going where it's been before, just a little more vocally.
Strike Commander (CD)
(86: Recommended) Electronic Arts – Flight Sim £49.99
Superior flight sim, but you need the hardware to match.
The Complete UMS
(58) Mirage – Strategy £44.99
Both classics in their day, the two *UMS* games are a bit too long in the tooth to excite anyone but the real enthusiast.
The Lawnmower Man
(77) Sales Curve Interactive – Arcade £54.99
Excellently presented. Just a little more complexity in the gameplay and it would have been unreservedly recommended.
Winter Olympics
(64) US Gold – Sport £42.99
Has its moments, but you'll probably play it for a few hours and thereafter pick it up once a year if you get really bored.
Wizard
(73) Psygnosis – Role-Playing Game £44.99
A good stepping stone into the land of RPGs.

Issue 14 – May 1994

Air Transport Pilot (CD)
(70) RC Simulations – Simulation £79.95
Not my idea of fun but a reasonable effort for a simulation of this type.
Airlines

(20) Kompart (UK) Ltd – Strategy £39.99
Ugly, fiddly and totally boring.

Arena: The Elder Scrolls
(62) Bethesda Softworks – Role-Playing Game £45.99
Disappointing really.

Award Winner Gold Edition
(88: Recommended) Empire – Arcade £34.99
Superb quality games with unrivalled value for money. Buy it now!

Battle Isle 2
(91: Classic) Blue Byte – Strategy £54.99
Without a shadow of a doubt, the strategy game of the year.

Buzz Aldrin's Race Into Space (CD)
(95: Classic) Interplay – Strategy – £39.99
A stunning improvement of an already classic game.

Cannon Fodder
(90: Classic) Virgin Interactive Entertainment – Arcade/Strategy £34.99
Great fun for all the wrong and right reasons.

CD-ROM Challenge Pack
(75) Software Toolworks – Compendium £39.99
Reasonable good compilation, but there are better ones around.

Championship Manager For Windows
(79) Domark – Sport £29.99
A wasted opportunity. Not as good as the DOS version.

D/Generation
(85: Recommended) Mindscape – Adventure £19.99
Probably the best game that Windows users have ever played.

Excellent Games
(85: Recommended) Beau Jolly – Various £39.99
Great games at a great price. A compilation not to be missed, including *Populous 2*, *Jimmy White's Whirlwind Snooker*, *Car And Driver* and *Robocod*.

Fantastic Dizzy
(50) Codemasters – Platform Game £9.99
Wrong time. Wrong format. Wrong price.

Gabriel Knight (CD)
(90: Classic)
Sierra On-Line – Adventure £44.99
Brooding, atmospheric thriller.

In Extremis
(67) US Gold – Arcade £37.99
You'll shriek! You'll shout! You'll yawn!

Johnny Quest
(12) Software Business – Arcade/Adventure £29.99
Can basically be summed up in one word. Dreadful.

Megarace
(65) Mindscape – Racing £39.99
A superb demonstration of what can be done graphically with CD-ROM... and how easy it is for gameplay to suffer as a result.

Merchant Prince
(82: Recommended) Mirage – Strategy £44.99
Don't let the dodgy graphics fool you. If you give this game half a chance you'll be hooked.

Microcosm
(70) Psygnosis – Shoot 'Em Up £49.99
Brilliant graphics and excellent sound. Let down by limited gameplay.

NFL Pro League Football
(50) Digital Integration – Sport £39.99
As a play-editor it's okay, but playing the game itself is disappointing.

Privateer: Righteous Fire
(80: Recommended) Electronic Arts – Add-On £19.99
Privateer fans definitely won't be disappointed with this one.

Seawolf
(83: Recommended) Electronic Arts – Simulation £44.99
A highly atmospheric sub sim with a control interface from hell.

Starlord
(70) MicroProse – Strategy £44.99
It could have been excellent. Could have been. Damn!

The Patrician (CD)
(70) Daze Marketing – Strategy £39.99
A good game on disk, slightly better on CD.

The Red Crystal
(43) Mirage – Role-Playing Game £44.99
Don't ask your friends to play this if you want to keep them.

Unnecessary Roughness
(66) Accolade – Sport £39.99
Best described as "alright". It's as good as most American footy sims.

Issue 15 – June 1994

Bloodnet
(75) MicroProse – Role-Playing Game £39.99
Hindered by outdated implementation, but still well worth a look.

Carriers At War II
(63) Electronic Arts – Strategy £44.99
For die-hard strategy aficionados.

Darkseed
(90: Classic) Cyberdreams – Adventure £44.99
If you have a taste for the macabre, you'll never forget the *Darkseed* affair.



Myst: "great graphics, what gameplay?" disease claims another hapless victim.

Diggers
(40) Millennium – Puzzle Game £34.99
Mind-numbingly tedious.

Disney Animation Studio
(75) Infogrames – General Interest £99.99
More serious approach with superb sample animations that you can't use!

Dragonsphere
(69) MicroProse – Adventure £39.99
A beautiful adventure game that won't tax your brain too heavily.

Evasive Action
(40) Mindscape – Simulation £34.99
So close, but more bugs than Watergate.

F1
(40) Domark – Sport £29.99
The champions of sport produce yet another world-beater.

Fleet Defender
(86: Recommended) MicroProse – Flight Sim £44.99
Heavyweight flight sim, both helped and hindered by over-clever graphics.

Hanna-Barbera Animation Workshop
(75) Empire – General Interest £49.99
Tries to make everything fun and encourages you to try out other methods of animation.

Hornet Naval Strike Fighter
(80: Recommended) Spectrum Holobyte – Flight Sim £TBA
As that well known saying goes: "If you like *Falcon 3*, you'll just love *Hornet*".

Myst
(67) Electronic Arts – Adventure £44.99
Surreal and atmospheric, if not realistic.

Pacific Strike
(80: Recommended) Electronic Arts – Flight Sim £49.99
Miles better than *Strike Commander* but requires a state-of-the-art, ninja PC.

Pagan: Ultima VII
(78) Electronic Arts – Role-Playing Game £44.99
Without doubt a love/hate relationship for *Ultima* purists.

Ravenloft
(78) US Gold – Role-Playing Game £45.99
SSI has finally got "real" and produced a playable and accessible RPG.

Red Hell
(60) Cyberdreams – Adventure £39.99
The graphics are poor and the control system is dire. Avoid it.

RedShift
(95: Classic) Maris Multimedia Ltd – General Interest £89.00
A stunning program which will be hard to beat.

Sabre Team
(60) Krisalis – Strategy £29.99
This has all been done before, and done much better as well.

Shadowcaster
(70) Electronic Arts – Role-Playing Game £39.99
Considerable enhancements for CD but the gameplay remains the same.

Spaceship Warlock
(70) Reactor/Ubisoft – Adventure £44.99
Very slick, very polished. The gameplay's a bit limited but it's fun all the same.

TFX
(80: Recommended) Ocean – Simulation £44.99
Great game with totally superfluous bells and whistles.

UFO Enemy Unknown
(93: Classic) MicroProse – Strategy £44.99
Brilliantly designed, perfectly implemented and totally absorbing.

Washington DC Scenery
(85: Recommended) Supervision – Flight Sim Add-On £39.99
One of the best flight sim add-ons to date.

Issue 16 – July 1994

Castles II
(65) Interplay – Strategy £49.95
Interplay usually releases excellent games – this isn't one of them.

Comanche (CD)
(90: Classic) Optima – Flight Sim £49.99
Brilliant action-packed helicopter simulation at a great price on CD.

Companions Of Xanth (CD)
(84: Recommended) Accolade – Role-Playing Game £39.99
Great game on disk. Even better on CD.

Corridor 7
(55) Gametek – Arcade £19.99
Nothing new or exciting.

Detroit
(85: Recommended) Impressions – Strategy £39.99
An intriguing strategy/sim which boasts both originality and playability.

Dragon's Lair
(67) Elite Systems – Adventure £39.99
An interactive cartoon that's more "cartoon" than "interactive".

Eye Of The storm
(40) Rebellion – Space/Strategy £39.99
Very futuristic, very *Elite* and very, very crap.

Great Naval Battles 2
(86: Recommended) US Gold – Simulation £45.99
SSI cruises easily to the head of the fleet with this simply stunning sim.

Hand Of Fate (CD)
(78) Virgin Interactive Entertainment – Adventure £49.99
Good game, shame about the conversion. In this case, more equals less.

Jack Nicklaus Signature Edition
(85: Recommended) Accolade – Sport £19.99
A good golf game at an amazing price.

Jimmy White's Whirlwind Snooker
(80: Recommended) Hit Squad – Sport £14.99
Dangerously addictive snooker sim.

Lucky's Casino Adventure
(60) Mirage – Card Game £44.99
Challenging, fun, totally addictive but a bit pricey.

Lure Of The Temptress
(55) Hit Squad – Adventure £14.99
Old and fading.

Power Game 2 (CD)
(70) Activision – Simulation £29.99
Worth looking at if you don't have the hardware to run the latest sim.

Robinson's Requiem
(85: Recommended) Daze Marketing – Role-Playing Game £39.99
This is a highly original and addictive "survival sim", which, unfortunately, has some annoying bits.

Sam And Max Hit The Road
(93: Classic) US Gold – Adventure £45.99
Brilliantly original and a highly humorous jaunt.

Sim City Classic
(70) Hit Squad – Strategy £16.99
Still a great game but check out *Sim City 2000* first.

Sim City Enhanced
(82: Recommended) Interplay – Strategy £49.99
Sim City's an excellent game but 50 quid is a bit steep for a few enhancements.

Sleepwalker
(45) Hit Squad – Platform Game £9.99
Third-rate platformer. Stay well away from it.

Space Hulk
(87: Recommended) Electronic Arts – Strategy £39.99
Still a tremendous game, but not as good as the disk-based version.

Summer Challenge & Winter Challenge
(80: Recommended) Accolade – Sport £19.99
Good compilation, great value.

The Horde
(87: Recommended) US Gold – Strategy/Arcade £44.99
Not an original concept but extremely well implemented.

The Rock 'N' Roll Years – The '50s
(70) Supervision – General Interest £24.99
Handy for '50s music lovers or as a reference – but we doubt if it'll get you rockin' round the clock.

The Settlers
(89: Recommended) Blue Byte – Strategy £39.99
A damn fine, engrossing game.

Theatre Of War
(70) Hit Squad – Strategy £12.99
Excellent strategy game and it looks cool too.

UFO
(93: Classic) MicroProse – Strategy £44.99
Incredibly addictive strategy game.

Wembley Rugby League
(66) Audiogenic – Sport £29.99
This manages to be quite an improvement on previous rugby games.

Wolfpack
(60) Optima – Strategy £29.99
Disappointingly average.

World Cup Challenge
(48) Winsport – Sport £29.95
Disappointing, absurdly RAM-hungry and limited in its playing life.

Issue 17 – August 1994

1942: Pacific Air War
(89: Recommended) MicroProse – Flight Sim £44.99
Two great games – *Carrier Battles* and *Task Force 1942* – in one package. It's a winner!

Al Quadim: The Genie's Curse
(40) US Gold/SSI – Role-Playing Game £35.99
The thinking amoeba's beat 'em up.

Burntime
(43) Max Design – Strategy £39.99

Directory For Buyers

- 21st Century Entertainment 0235 851533
- Accolade 081 877 0880
- Alternative Software 0977 797777
- Bethesda Softworks 021 625 3388
- Brøderbund 0753 549442
- Codemasters 0926 814132
- Daze Marketing 071 328 2762
- Digital Integration 0276 684044
- Domark 081 780 2222
- Dynamix 0734 303322
- Electronic Arts 0753 549442
- Empire 081 343 7337
- Grandslam 081 680 7041
- Gremlin Graphics 0742 753423
- Hit Squad 061 832 6633
- Impressions 071 351 2133
- Infogrames 071 738 8199
- Interplay 0865 390029
- Kixx 021 606 1808
- Kompart (UK) Ltd 0727 868005
- Krisalis 0709 372290
- LucasArts 021 625 3388
- Maxis 071 490 2333
- Merit Software 091 385 7755
- Microids 071 328 2762
- MicroProse 0454 326532
- Millennium 0223 844894
- Mindscape 0444 246333
- Ocean 061 832 6633
- Origin 0753 549442
- Oxford Softworks 0993 823463
- Psygnosis 051 709 5755
- Renegade 071 481 9214
- Sierra On-Line 0734 303322
- Simarils 071 328 2762
- Spectrum Holobyte 0454 326532
- SSI 021 625 3388
- Three-Sixty Pacific 0753 549442
- Titus 071 700 2119
- Tsunami 081 877 0880
- US Gold 021 625 3388
- New World Computing 021 625 3388
- Virgin 081 960 9900
- Zeppelin Games 091 385 7755



TIE Fighter: Who wants to be noncey Luke Skywalker when you can be mates with big Darth?

Hey, it's just like being there.

Cool Spot
(80: Recommended) Virgin Interactive Entertainment – Platform Game £29.99
Charm and accessibility save it from being strictly seventies-up!

Delta V
(64) Bethesda Softworks – Shoot 'Em Up £45.99
Very fast and pretty stunning to look at, but it won't keep you up into the night.

Dinosaur Detective Agency
(42) Alternative Software – Platform Game £16.99
Cheap – but that's no reason to be cheerful.

Empire Soccer
(57) Empire – Sport £29.99
Let down by the small viewing area, unintelligent player reactions and poor scrolling.

Good To Firm
(50) New Era Software – Sport £29.99
Horse-racing fanatics might get something out of it, but the experience will pall.

International Tennis Open
(88: Recommended) Philips Interactive Media – Sport £44.99
Definitely the new number one seed in the field of PC tennis simulations.

Jack Nicklaus (CD)
(78) Accolade – Sport £16.99
A perfectly seviceable golf game with a good course editor tacked on.

Newsweek 3 Globocop (CD)
(0) Mindscape – General Interest £39.99
The most expensive beer mat in the world.

Overlord
(85: Recommended) Virgin Interactive Entertainment – Simulation £39.99
An old idea made new with some interesting tweaks.

Pinball Dreams 2
(70) 21st Century Entertainment – Pinball Game £19.99
Not bad at all. There's plenty for pinball wizards to get their flippers into.

Shanghai II: Dragon's Eye
(88: Recommended) Activision – Puzzle Game £29.99
Puzzles galore in this excellent addition to the rather mediocre range of games currently available for Windows.

Sherlock Holmes – The Case Of The Serrated Scalpel
(48) Electronic Arts – Adventure £49.99
Elementary, my dear Watson... and that's the problem.

Simon The Sorcerer (CD)
(89: Recommended) Adventuresoft UK Ltd – Adventure £44.99
A tricky adventure jaunt boosted by excellent talkie bits.

Theme Park: Sim City eat your heart out.



Syndicate (CD)
(92: Classic) Electronic Arts – Strategy £39.99
What a game. What a barg.

Tactical Manager
(75) Black Legend – Sport £34.99
An interesting little number with the odd weakness, but several nice ideas.

Theme Park
(93: Classic) Electronic Arts – Strategy £44.99
A highly inventive "business" sim that's fun, fun, fun all the way. Hip hip hoorah for Bullfrog.

Walls Of Rome
(74) Digital Integration – Strategy £16.99
Good, if thin, fun.

World Cup USA '94
(78) US Gold – Sport £32.99
Good features; difference of opinion over the gameplay.

Zool 2
(82: Recommended) Millennium – Platform £34.99
As they say, if you liked *Zool*, you'll love this.

Issue 18 – September 1994

Beneath A Steel Sky (CD)
(72) Virgin Interactive Entertainment – Adventure £39.99
Comic book-style adventure with an excellently funny dialogue but lacking any real depth.

D-Day
(40) Impressions – War Game £39.99
A sluggish, unrealistic and bug-ridden attempt at a war game without many redeeming features.

FIFA International Soccer
(70) Electronic Arts – Sport £39.99
Looks and sounds great, but lacks gameplay.

Harpoon II
(70) Electronic Arts – Simulation £44.99
Massive, embarrassingly serious sim. Superb detail, occasionally nail-biting, always slooooow.

Inherit The Earth – Quest For The Orb
(72) US Gold – Adventure £39.99
A well-thought out gentle little brainteaser for those who fancy a "sensible" game.

International Sensible Soccer
(78) Renegade – Sport £19.99
One of the best on the PC, but still not up to the Amiga version.

Litil Divil (CD)
(88: Recommended) Gremlin Graphics – Adventure £34.99
Excellent, original and addictive.

Metal And Lace: The Battle Of The Robo Babes
(35) Megatech – Beat 'Em Up £39.99
Totally devoid of any entertainment value whatsoever.

On The Ball
(68) Ascon – Sport £34.99
Too many frills, not enough body.

Outpost
(84: Recommended) Sierra On-Line – Strategy £49.99
A superb game. Addictive if you've got the hardware, hell if you haven't.

Shadow Of The Comet (CD)
(88: Recommended) Infogrames – Adventure £39.99
A worthwhile reworking of a great game, but still very idiosyncratic.

Soccer Kid
(30) Krisalis – Platform Game £29.99
If you want happening platform action, then buy something else.

Theatre Of Death
(35) Psygnosis – Arcade/Strategy £34.99
Below average imitation of an above-average game.

TIE Fighter
(94: Classic) Virgin Interactive Entertainment – Space Sim £49.99
Sheer, undiluted quality. Treat yourself to a copy.

Issue 19 – October 1994

74 Wargame Construction Set 2: Tanks!
(90: Classic) SSI – Wargame £39.99
Never mind the 50-ton tanks – this is 50-tons of solid, fire-belching wargame. Absolutely brilliant.

Battle Bugs
(65) Dynamix – Strategy £TBA
A battle game with bugs in it (as opposed to a bugged battle game).

Dark Legions
(85: Recommended) SSI – Strategy £35.99
Wonderfully entertaining animations and game screens with hidden strategic depths.

Heimdall 2
(45) Core – Adventure £39.99
Great game, shame you can't play it.

Hell Cab
(50) Time Warner – Adventure £49.99
It's the same old story. Great graphics, but sadly lacking in gameplay.

IndyCar Racing Expansion Pack
(94: Recommended) Virgin Interactive Entertainment – Driving £17.99
These tracks are better than the original tracks (if you pretend Phoenix doesn't exist).

Ishar III: The Seven Gates Of Infinity
(50) Simarils – Strategy £39.99
Sum up *Ishar III* in one word? Avoid. Simple as that. The worst of a bunch.

KGB
(65) Hit Squad – Adventure £14.99
Bargain? Maybe. Boring? Definitely.

Kick Off 3
(55) Anco – Sport £29.99
Nice features, but gameplay not up to much.

Manchester United Premier League Champions
(60) Krisalis – Sport £29.99
Sensi revisited (although not as good) with a lot of features thrown in.

Planet Football
(68) Infogrames – Sport £39.99
The World Cup produced a rash of rush releases. This is not one of the best.

Police Quest IV – Open Season
(80: Recommended) Sierra On-Line – Adventure £44.99
Atmospheric and very entertaining. A bit of a let down at the end, though.

Summer Challenge
(73) Hit Squad – Sport £12.99
Not a bad game by sports sim standards and easy to cheat at, but do you really want another sport sim?

Under A Killing Moon
US Gold – Adventure £59.99
Pigs can fly. Interactive movies do exist. Sort of.

Wing Commander: Armada
(76) Electronic Arts – Flight Sim £44.99
Lots of good ideas stuck together but it doesn't hang quite right.

Issue 20 – November 1994

Alien Legacy
(80: Recommended) Sierra – Strategy £39.99
Space strategy thing which is a bit like *Outpost* without the pretty bits. Daunting at first, but ultimately very rewarding.

Chaos Engine
(80: Recommended) Renegade – Arcade £32.99
A damned good, multi-direction scrolling, shooty thing with lots of big guns and silly characters.

Colonization
(90: Classic) MicroProse – Strategy £44.99
Try to imagine *Civilization* with more depth and better graphics. Well done... you've just imagined *Colonization*.

Cyclemania (CD)
(83: Recommended) Accolade – Arcade £39.99
Extremely competent *Road Rash* 3DO rip-off with lovely digitised backdrops and big motorbikes.

Desert Strike
(78) Gremlin - Arcade £34.99
Conversion of the Mega Drive classic, isometric helicopter, blast 'em up game. The graphics are a bit crap but it's immensely playable.

Doom II
(90: Classic) Virgin Interactive – Arcade £49.99
The sequel to one of the best games ever. New graphics, a new gun and new monsty-wonsties. Miss it at your peril.

Inferno (CD)
(88: Recommended) Ocean – Space/Sim £44.99
Eagerly awaited game from DID. Lots of big space ships and silly looking aliens. One of the better space combat games.

KA-50 Hokum
(85: Recommended) Virgin – Simulation £39.99
Without a doubt the very best helicopter simulator money can buy. Something for the propeller heads out there.

NHL Hockey 95 (CD)
(91: Classic) EA – Sports/Arcade £34.99
A new version of the top-down scrolly, ice hockey game from EA. Basically the same as the original (reviewed issue seven) but with new stats.

PGA 486 (CD)
(91: Classic) Electronic Arts – Sports £44.99
Gorgeous looking, solid playing, tasty little golf game. One of the best on the PC so far.

Pinball Dreams CD
(70) 21st Century – Arcade £39.99
Eight wonderfully designed, smoothly scrolling pinball tables. Why is it on CD? 'Cause there are lots of pointless rendered bits, that's why.

System Shock
(95: Classic) EA/Origin – RPG £44.99
Pant-wettingly fantastic, cyberpunk, RPG thing. All hail *System Shock*, that shalt be king hereafter (until *System Shock II* comes out, that is).

Issue 21 – December 1994

Alone in the Dark II CD
(93: Classic) Infogrames – Adventure £44.99
A sequel that is noticeably better than the original and with some serious CD enhancements. What a refreshing change.

Dawn Patrol
(80: Recommended) Empire – Flight simulation £44.99
A gorgeous looking SVGA WWI flight sim with a bit of a different idea behind it... it's an interactive book apparently.

Dreamweb
(74) Empire – RPG £44.99
Cyberpunk RPG with lots of violence and a shagging scene that has now become infamous.

Ecstatica
(93: Classic) Psygnosis – Adventure £44.99
An utterly brilliant *Alone in the Dark*-alike with ellipsoid-generated characters and lots of pert buttocks.

FIFA CD
(76) Electronic Arts – Sports £39.99
A smart-looking footy game that just falls short of being an absolute belter.

Little Big Adventure
(93: Classic) Electronic Arts – Adventure £44.99
A truly amazing adventure with pretty graphics and weird French gameplay. Gobsmacking.

Magic Carpet
(96: Classic) Electronic Arts – Shoot 'em up £44.99
The sequel to one of the best games ever. New graphics, a new gun and new monsty-wonsties. Miss it at your peril.

Project X
(76) Team 17 – Shoot 'em up £19.99
A very competent and nicely low-priced little shoot 'em up.

Rise of the Robots
(88: Recommended) Mirage – Beat 'em up £44.99
Possibly the best beat 'em up on the PC so far with some excellent rendered sprites.

Space Simulator
(75) Microsoft – Simulator £39.99
A huge simulation of man's quest for space that is a little too ambitious for its own good.

Star Crusader
(60) Gametech – Shoot 'em up £39.99
Basically this is a poor man's *Wing Commander* with some nice CD bits.

Transport Tycoon
(94: Classic) MicroProse – Strategy £44.99
One of the best strategy games around and a more than worthy sequel to *Railroad Tycoon*.

Total Carnage
(74) ICE – Shoot 'em up £27.99
Good challenging fun and a more than competent conversion of the original arcade machine.

Issue 22 – January 1995

Aces of the Deep
(90: Classic) Dynamix/Sierra – £39.99
The graphics, gameplay, sound and atmo combine to make this the best sub game available.

All New World of Lemmings
(78) Digital Integration – £39.99
If you like all the other *Lemmings* games, you'll like this one too.

Armored Fist
(86: Recommended) US Gold/Novalogic £44.99
Commanche on wheels. Er, tracks. You know what I mean.

Creature shock
(78) Virgin – £49.99
An engrossing, atmospheric 3D adventure game. Great graphics, absorbing levels, but lousy soundtrack.

CyberWar
(55) SCI – £49.99
It looks amazing. The gameplay isn't.

Dark Sun II
(80: Recommended) Mindscape – £44.99
Love it for its brains not for its looks. A fine RPG.

Discworld
(96: Classic) Psygnosis – £49.99
Discworld is possibly the best point-and-click adventure game ever made.

Front Page sports Baseball
(85: Recommended) Sierra – £44.99
It takes all the best bits from all the best games and ends up being the best.

Klik 'n' Play
(88: Recommended) Europress – £39.99
Neat intuitive game creator that's loads of fun.

Novastorm
(40) Psygnosis – £44.99
Repeat ad nauseam: "Pretty graphics doth not a game make."

Power Drive
(50) US Gold – £39.99
30 whole points off for no two-player mode. Sod off *Power Drive* – not the best racing game ever.

Quarantine
(80: Recommended) Gametek – £39.99
An excellent blast and it looks good too.

Retribution
(45) Gremlin Interactive – £39.99
A below average shoot 'em up with pretensions.

US Navy Fighters
(90: Classic) Electronic Arts – £44.99
If it had a multi-player facility, I'd give it 100. But it hasn't, so I won't. The best sim around.

Warcraft
(75) Interplay – £39.99
Good, simple, addictive strategy game.

PC ZONE NEXT MONTH

Issue 24

10 years old

NEXT ISSUE will see *PC Zone* reaching its second anniversary, and as the UK's biggest selling and longest running PC games magazine we're going to be bringing you something very special. There are absolutely loads of games on the way in early 1995 and we'll be bringing you the very best of 'em (as long as they all reach us on time)... *BioForge*, *SuperKarts*, *Kings Quest VII*, *Loadstar*, *Wings of Glory*, *Harvester*... the list goes on and on.

We'll also be bringing you news from the Winter CES in Las Vegas where the best games for 1995 will be being previewed.

Save up to £20 off Alone in the Dark 3!

...On top of this, we'll also be bringing you the £1.6 million *Gold Rush*!

On next month's cover, behind the cover disk, you'll find a small card nestling; reminiscent of those rather crap scratch cards you get in restaurants, petrol stations and supermarkets. But instead of winning a year's supply of rubber gloves, this card carries a discount off Infogrames' smash hit, *Alone in the Dark 3*! Just take the card into any of the participating retail outlets when you purchase your copy of *Alone 3*!

There's £1.6 million in discounts to be won, so if you fancy getting your grubby mits on the game (check out our exclusive review this month on page 76... it really is the mutt's nuts), make sure you get hold of *PC Zone*. You could find yourself £20 better off!



PLUS: *The first in a series of three - Upgrading your PC*

20 GOOD REASONS TO SUBSCRIBE TO PC ZONE

THE PC ZONE CHART

TOP 10 HD GAMES

	Game	RRP	Comment
1.	Theme Park	£44.99	Possibly the best resurce management game around...
2.	SimCity 2000	£39.99	...but if you like 'em a bit more serious then this is it
3.	System Shock	£44.99	Without a doubt the best 3D RPG around
4.	TIE Fighter	£49.99	Play an Imperial pilot in the best space game ever
5.	Colonization	£44.99	The sequel to *Civilization*: and considerably better
6.	Space Simulator	£39.99	Fly the shuttle or even land on the moon
7.	Transport Tycoon	£44.99	Planes, trains and automobiles
8.	LucasArts x3	£49.99	*X-Wing*, *Imperial Pursuit* and *B-Wing* in special package
9.	Rise of the Robots (SVGA)	£45.99	The best beat 'em up on the PC so far
10.	Dawn Patrol	£44.99	WWI combat in this beautiful flight sim from Empire

TOP 10 CD GAMES

	Game	RRP	Comment
1.	Theme Park	£44.99	Bullfog's classic with added flashy bits
2.	NASCAR Racing	£39.99	The follow-up to *IndyCar*, and just as good
3.	SimCity 2000	£49.99	One of the best resource management games with extras
4.	Rebel Assault	£49.99	The biggest selling CD game ever... *Star Wars* goes FMV
5.	King Quest VII	£44.99	The Sierra saga continues...in SVGA
6.	LucasArts x2	£44.99	*Day of the Tentacle* and *The Fate of Atlantis* on one disc
7.	Aces of the Deep	£44.99	The king of submarine simulations
8.	Cyclemania	£39.99	Real roads, real sounds and very flash graphics
9.	Dawn Patrol	£44.99	WWI combat now with added war songs
10.	Interplay 10 Year Anthology	£45.99	Ten games on one disc. Great value!

When you take out a subscription to *PC Zone*, you'll get 12 issues delivered direct to your door *and* one of our fantastic games form this month's *PC Zone* chart, too.

So here's what you get

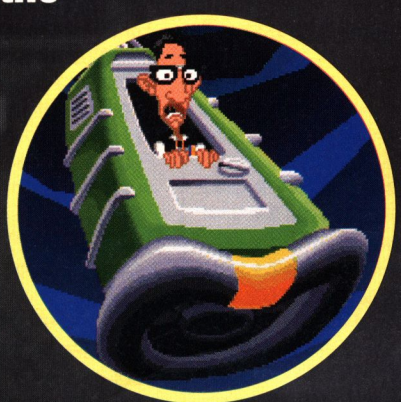
- Any of the fantastic games featured in this month's chart
- 12 issues of the UK's best selling PC games magazine
- A games-packed HD or CD-ROM with every single issue
- Post and packaging included
- Exclusive money-off offers on the games in every month's chart, and a selection of other packages at special bargain prices **EVERY MONTH**

THE SUBSCRIBER DISCOUNT GAMES SCHEME

(Another good reason to subscribe!)

Every month subscribers to *PC Zone* receive an order form with their issue, offering substantial discounts on all the products featured in the current *PC Zone* chart plus a handful of other games we've sourced as special prices. These special offers are available to *PC Zone* subscribers only.

If you're well into games why not subscribe to *PC Zone*? You'll get your personal copy of the best PC games magazine delivered direct to your door every month, and while you're waiting for it to arrive you can play your fantastic new game! Any one of the games from our top 20 chart will be yours when you subscribe.



YES! I want to do myself a favour

☐ Please start my subscription from the next available issue and send me my gift.
OR
☐ I am already a subscriber, please extend my subscription by 12 issues
Existing subscribers may only choose one of these games if they renew at the above price

DISK SUBSCRIPTION
☐ UK £ 44.99* ☐ Europe £54.99 ☐ World £69.99

CD-ROM SUBSCRIPTION
☐ UK £49.99* ☐ Europe £59.99 ☐ World £74.99
* Save £2 if paying by direct debit

THE GAME I WOULD LIKE IS THE ☐ HD ☐ CD VERSION OF

_____
(please print clearly)

DETAILS
Name _____
Address _____
_____
_____ Postcode _____
Daytime phone _____

Method of payment

Pay by Direct Debit and save £2
☐ I would like to pay by Direct Debit and SAVE £2.00 (UK only)
Instructions to your bank or building society to pay by Direct Debit

DIRECT Debit

To the manager, bank name _____
Branch _____
Address _____
_____ Postcode _____
Name of account holder (s) _____
Bank sort code ☐☐ ☐☐ ☐☐ Account number ☐☐☐☐☐☐☐☐

Originator's identification number 7 2 4 6 8 0

Please pay Dennis Publishing Ltd Direct Debits from the account detailed on this instruction subject to the safeguards assured by the Direct Debit guarantee.

Your signature(s) _____ Date: _____
Banks and building societies may not accept Direct Debit instructions from some types of account.

☐ I enclose a cheque/postal order for £ _____ (sterling) made payable to Dennis Publishing Ltd – PC ZONE

☐ Please charge my ☐ Visa ☐ Access/Mastercard ☐ AMEX
Credit Card Number ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐
Expiry date _____ Today's date _____
Signed _____

☐ Please indicate here if you do not wish to receive details of further special offers or new products.
Closing date for offer: 6/2/95 (LD)

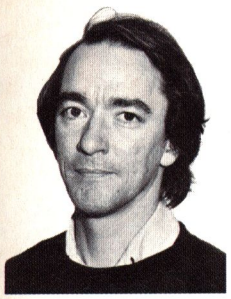
PD502

PHONE HOTLINE 01454 620070
FAX 01454 620080 (credit card orders only)

PC ZONE Subscriptions, FREEPOST WD7, Bristol BS12 0BR
Postage is FREE if posted in the UK
OVERSEAS READERS, please post to PC ZONE Subscriptions, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ

Bits & PCs

SEND YOUR QUESTIONS TO: *BITS & PCs, PC ZONE*, 19 BOLSOVER ST. LONDON W1P 7HJ



A man with too many computers, a man with too many drivers and one with a museum piece. Mark Burgess sorts out those interesting foibles of PCs

Waste not want not

HAVING BEEN someone who has bought many computers over the past few years, I have now come to the stage where I have a few old machines just lying around doing pretty much nothing. All these computers work fine for what they are, so I wanted to try and put them to some use.

My main computer system is a Mesh 486/DX2 50HZ, 8 Mbyte RAM and 170 Mbyte hard drive. Is there any way in which I can link up my old computers (mainly 286s 33MHZ, 2 – 4 Mbytes RAM with about 100 Mbytes hard drive) to my current Mesh system? It seems such a waste to have all these spare megabytes of hard drive lying around doing nothing, when they could possibly be used. I imagine I could install network cards into each machine and link them up as a network, but I believe this could be an expensive process. The other problem could be the software used to link them up. On my Mesh system I use *Windows for Workgroups*, which will not run on my 286s. Can I get some type of serial or parallel port cables to enable my Mesh to use the hard drives form my other systems?

The other question I have is, if I were able to get a good connection between these computers, how quickly would they run? Assuming my Mesh is the "host" computer, running most of the software, would the applications run form the 286s run with 286 or 486 speed? (As it is only the hard drives I want to use, and not so much the processors or memory, from these "old" computers of mine.)

Timothy Welch, Epsom Downs, Surrey

Although network cards aren't that expensive – about £20 – and Windows for Workgroups *makes the whole thing a breeze, it's a waste of money if all you want to use is the hard drive. If you want to use the storage of your old computers, the simplest way to proceed is to physically move the hard drives from the old computers to the new one. Adding an extra hard drive is easy, but remember that an IDE interface can only cope with four devices.*

I would consider using the old 286 machines as dedicated computers, using them for programs that don't need the speed of a 486. One could be a comms machine, for instance, another could be full of tacky Commander Keen *games.*

If you do decide on a network, then you could get away with using a serial cable and networking two machines at a time. The speed is governed by the machine doing the processing – in your case this will be the 486. The only effect the 286s will have on speed is how fast they can transfer data – and given the baud rates of networks, this will be irrelevant. MB

Please help! I'm going nuts

I DECIDED TO set up a configuration menu so that I didn't have to boot games from a floppy disk. So I copied the contents of my a: CONFIG.SYS and a: AUTOEXEC.BAT to my config menu. On booting up from my hard drive I noticed three differences:

1. I now only get 600K Largest executable program size as opposed to 618K.

2. I now get an error message "Code page operation not supported on this device – Device error during select".

3. Largest upper memory block is down 22K from 34K.

Why?

To get rid of this error message, I "REM"-ed out everything I thought might be causing it, and still got the same message. However, the games seem to function properly.

I hope you can help. Here are the files so that you can see for yourself:

```
a: AUTOEXEC.BAT
@ECHO OFF
PATH D:\;C:\;C:\DOS
PROMPT $p$g
SET COMSPEC=C:\COMMAND.COM
LOADHIGH C:\GMOUSE\GMOUSE.COM 1+1*3
LOADHIGH C:\SBPRO\DRV\MSCDEX.EXE /V /D:MSCD001
/M:15
SET SOUND=C:\SBPRO
LOADHIGH c:\dos\KEYB UK,,C:\DOS\KEYBOARD.SYS
loadhigh DOSKEY
a:CONFIG.SYS
DEVICE=HIMEM.SYS
DEVICE=EMM386.EXE NOEMS
DOS=HIGH,UMB
FILES=20
BUFFERS=10
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE
DEVICEHIGH=C:\DOS\SETVER.EXE
DEVICEHIGH=C:\SBPRO\DRV\SBPCD.SYS /D:MSCD001
/P:220
LASTDRIVE=J
c: AUTOEXEC.BAT
:work
echo off
SET BLASTER=A220 I5 D1 T4
SET SOUND=C:\SBPRO
SET TEMP=C:\TEMP
C:\SBPRO\SBP–SET /M:12 /VOC:12 /CD:12 /FM:12
LH /L:1,46576 C:\SBPRO\DRV\MSCDEX.EXE /V
/D:MSCD001 /M:15
MODE CON CODEPAGE PREPARE=((437) C:\DOS\EGA.CPI)
MODE CON CODEPAGE SELECT=437
loadhigh c:\dos\KEYB UK,,C:\DOS\KEYBOARD.SYS
LH /L:2,6400 DOSKEY
loadhigh C:\GMOUSE\GMOUSE.COM 1+1*3
PROMPT $t $h$h$h$h$h$h $d $_ $h$h$h$h $p$g
C:\dos\SMARTDRV.EXE
SET PATH=C:\GMOUSE;%PATH%;C:\WP60;C:\WP60
SET TEMP=C:\temp
SET GMK5=C:\GMK
PATH=C:\WINDOWS;C:\;c:\DOS;C:\;%PATH%;C:\GMK;C:\W
P60;C:\WP60;c:\works;d:\;D:\WP5\
goto end
:games
@ECHO OFF
PATH D:\;C:\;C:\DOS
PROMPT $t $h$h$h$h$h$h$h $d $_ $h$h$h$h $p$g
SET COMSPEC=C:\COMMAND.COM
LOADHIGH C:\GMOUSE\GMOUSE.COM 1+1*3
LOADHIGH C:\SBPRO\DRV\MSCDEX.EXE /V /D:MSCD001
/M:15
SET SOUND=C:\SBPRO
LOADHIGH C:\DOS\KEYB UK,,C:\DOS\KEYBOARD.SYS
loadhigh DOSKEY
goto end
:end
c:CONFIG.SYS
[menu]
menuitem=work
menuitem=games
menucolor=15,1
menudefault=work
[work]
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE RAM HIGHSCAN
DEVICEHIGH /L:1,12048 =C:\DOS\SETVER.EXE
DEVICE=C:\DOS\DISPLAY.SYS CON=(EGA,,1)
DEVICEHIGH /L:1,44592 =C:\DOS\DBLSPACE.SYS /MOVE
DEVICEHIGH /L:2,11856 =C:\SBPRO\DRV\SBPCD.SYS
/D:MSCD001 /P:220
COUNTRY=044,,C:\DOS\COUNTRY.SYS
DOS=HIGH,UMB
FILES=60
BUFFERS=50,0
LASTDRIVE=J
FCBS=4,0
STACKS=9,256
SHELL=C:\DOS\COMMAND.COM C:\DOS\ /p
[games]
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE NOEMS
DOS=HIGH,UMB
FILES=20
BUFFERS=10
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE
DEVICEHIGH=C:\DOS\SETVER.EXE
DEVICEHIGH=C:\SBPRO\DRV\SBPCD.SYS /D:MSCD001
/P:220
LASTDRIVE=J
```

The missing memory is being taken up with TSR programs. For instance, your new AUTOEXEC.BAT now loads

SMARTDRIVE – *a program notorious for reserving memory. Because you're running doublespace – and trying to load SoundBlaster, mouse and CD-ROM drivers – you are very pressed for memory space. The numbers for files and buffers seems high to me. Your best approach is remming out anything that doesn't look relevant (keeping a copy of your original AUTOEXEC.BAT and CONFIG.SYS files).*

The error message is just telling you that the mode con cp prep *command in the AUTOEXEC.BAT isn't echoed by a DEVICE=C:\DOS\DISPLAY.SYS CON= ... line in the CONFIG.SYS. Both elements need to be in both files. Some of your menu items miss one or the other.* **MB**

Oh no! An Amstrad '88!

PLEASE HELP! I gained a GCSE in computer science in 1989, but since then I have had no real experience with computers. Now, due to a long term illness. I'm unable to participate in my normal recreational activities and I thought I'd re-familiarise myself on my family's computer. The problem is that, it is a 1988 Amstrad 8MHZ PC2086D 640K VGA, with the Intel 8086 CPU, two 3.5" disk drives, no hard disk, modem or anything, and lots of empty expansion slots inside. I really would like to be able to play modern games on it, especially *War in the Gulf* (which I bought but am unable to load) and flight sims, use bulletin boards and occasional word processing. Here are my questions:

1. Can I upgrade the CPU chip or motherboard to a modern (486 or 586) standard and then add on a hard disk, modem, sound card and so on, when I can afford them? I don't have very much money and cannot afford to spend a very large lump sum (£1,000+) buying a complete system.

2. Can you recommend any up-to-date, general computer books that clearly explain all the hardware/software and acronyms and nomenclature?

Please help me, otherwise I will be reduced to watching daytime television – and that is a terrible fate for anyone to suffer.

Thomas Rimington-Hall, Beccles, Suffolk

I have to tell you that you don't have a lot of choice here. If you think back to your GCSE and to the part of the course that dealt with the history of computers, you will realise that what you have is a very primitive machine indeed. The version of DOS, for a start, will be one that most modern programs will reject. The chip is one of the first, running at a slow speed and exchanging data on an 8-bit bus. There is no hard drive, the graphics card is likely to be mono or CGA... frankly, the only thing you can salvage from this computer is the keyboard and, knowing Amstrad, that will be some non-standard horror.

There is no realistic alternative to buying a new computer. Look on the bright side – they're getting cheaper all the time. If you wanted to upgrade the motherboard you will get into difficulties straight away. First, will it actually fit in the case? I doubt it. Even if it did, what about the power supply? You are going to have to either buy a new computer or build one from scratch.

The latter possibility is out unless you feel confident about what you're doing. In any case, it usually costs more to build a computer than buy one form a company that makes them using robots and cheap labour.

Upgrading will always cost more than if it were part of the original machine. There are a few exceptions – the plummeting price of hard drives favours those who waited until the first one was full and then added another. But the only sound advice I can give you is to buy a new machine. You don't need to fit a sound card or a CD-ROM Drive straight away – those and a modem can come later. The good news is that you should be able to get something good and reliable for £1,000. The bad news is that flight sims require the very best, high-performance machine. Before you buy, check the technical specifications on the boxes of the software you will want to buy. Don't think that you can get away with a machine that is under those specifications. Remember, they are the absolute minimum for the game to run at all.

On the matter of a book for beginners, there are so many of them and they are all rather expensive. First move will always be to get a copy from your library or just browse in a bookshop until you find one that is written for you and which covers all you need. **MB**

What is it with... Viruses?

The bit of *Bits & PCs* that covers everything you wanted to know but never got round to asking

I recently read an article on viruses that said that the term "virus" "suggests a living organism, able to move and replicate on its own". That is not true. The odd thing about viruses is that they don't move. They can't reproduce on their own. They reproduce by injecting their DNA into other organisms (usually bacteria) and get that organism to make lots of other viruses. A computer virus works the same way. For genetic code (DNA) read *Computer Code.*

How common are computer viruses and how worried should you be about them? In many years with computers I've only come across three infections. In every case it was when someone else used my machine (or, horror, network) and loaded onto it a bit of dodgy software he had got form his mate. I wouldn't like to think how many files I've downloaded form bulletin boards – it's about a thousand a year – and I've never caught one that way.

Viruses generally travel in executable program files or on boot disks (and the boot sector is only a self-executing program). You'll get a boot sector virus from a boot disk that has "been around", if you know what I mean, and I'm sure you do. Engineers always take the blame for these because their bootable floppies have been in hundreds of machines of varying degrees of health.

Should you worry? Well, most common viruses are just a nuisance. They whistle a tune through your PC speaker or write "this PC is now stoned" on the screen and scare the crap out of you. But there are some nasties about. These are the ones that write rubbish to the FAT partition of your hard disk and render it unusable. Or the ones that trash your files. Due to the mentality of virus programmers (the same people who write virus detection programmes is one conspiracy theory) most viruses announce themselves. They'll often say things like "do not turn off your computer". Don't believe them. Power down your computer at the first sign of trouble and boot from a clean floppy. This is one that was formatted as a boot disk and has had the write protect tab engaged ever since. Then run a virus detection and cleaning program. There are two excellent ones available as shareware: McAfee's and Integrity Master. McAfee's is of the conventional type of virus detector – it conducts a sort of string search, looking for suspicious bits of code. This type of program needs to be updated regularly – otherwise it won't know what to look for, will it? Integrity Master is something different. It behaves like a normal anti-virus program but it also keeps a record of the size of every file, adding a unique number to each. If the files are tampered with in any way, it alerts you. If ever you've unzipped a file from a bulletin board you will have seen this sort of checking in action as the files decompress.

Cleaning the virus is actually the easy bit. You now have to go back over all your floppies and clean them. And because you can't know when you first got the virus, only when it first emerged, you are going to have to do them all. All of them. The one you miss out will be the one that will re-infect your computer.

So to end with some advice: Always run a virus scanner on your machine, once a day on boot-up. Don't use dodgy, possibly pirated, software on your computer. If the worst happens and you do get a virus, don't panic. Unless you're a network administrator, of course, then you're entitled to go to pieces. MB

Just a "few" questions...

I WAS JUST wondering if you could answer a few questions of mine.

1. I am planning to buy a CD-ROM drive and I was wondering if it was worth buying a triple-speed CD-ROM drive rather than a dual-speed model.

2. I have a 386SX 33MHZ with 4MB RAM, and I was wondering if that is adequate to play most CD-ROM games on or do I need to upgrade to a 486?

3. If I have to upgrade to a 486, do I need to buy a new motherboard or can I use a Cyrix chip? Also, if I need a new motherboard, can I use the RAM I already have (I have 4MB x 9 simms)?

4. Is it worth getting *Elite 2* on CD-ROM or should I just stick to the disk version and is it possible to get *Sim City 2000* on CD-RO. When is *Frontier – 1st Encounters* coming out?

Keep up the great magazine.

Johnnie Margerison, Wotton–Under-Edge

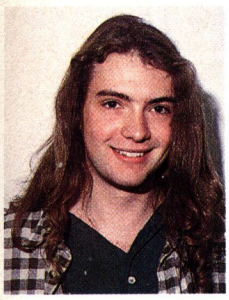
A triple-speed CD-ROM drive is the obvious one to go for. Most games now specify double-speed as a minimum. There aren't that many of them about, so check the mags for the reviews. Remember that you can make up for a slow(er) drive with a good disk caching program.

A CD-ROM drive will be slower than your hard drive. It scores with the sheer amount of data that CD-ROMs can hold. The problem will be that many CD-ROM games are very demanding. Most MultiMedia applications conform to the MPC 2 specification. This means the minimum of a 486SX with 4Mb RAM, 160Mb of hard disk space, 16-bit sound card and VGA running at 64,000 colours at 640 x 480. As you can see, you're not quite there yet. The Cyrix upgrade you're thinking of is the C486SRx2. This takes a 386 SX to a 486. It's not foolproof but it's a good, cheap solution. The chip had problems with some of the early 386 SX / 16 MHz. There isn't enough room to use them in notebooks either. Apart form that, it's a simple piggy-back chip and you can fix it in seconds. A new motherboard – which will probably have a speedy local bus – is still the preferred option.

The memory in your computer at the moment is in 256k sims. You could use them on another motherboard if the timing is right, but sooner or later you're going to hanker for 8Mb or more and they will have to go. **MB**

WORD processor

SEND YOUR POST TO: *WORDPROCESSOR, PC ZONE,* 19 BOLSOVER ST. LONDON W1P 7HJ



Yet again we find that we've been offending people with our irreverence. Apparently we even shock young boys. Nevertheless, at the same time, it seems that we've (well, me, actually) managed to pick up a lady fan...

Doom 2 yawnfest

DEAR PC ZONE,

I want to add my two penneth to the current *Doom 2* debate. I must admit that I am not surprised by the current edge of negativity that seems to be circulating in the computer press about *Doom 2*, but I had hoped it wouldn't happen. Because *Doom* was so good, everyone naturally assumed any sequel would be at least as good again. Disappointment was inevitable due to a case of quite severe unrealistic expectation.

I love *Doom*. If it were a girl I would pursue it to the ends of the Earth in the hope that she would one day marry me. Therefore, when someone criticises anything to do with *Doom*, it's like someone calling my girlfriend a pig. You believe that she is not a pig (a subjective belief, yes I know), and while she may not be perfect (who is?), she's your girlfriend, you love her and she makes you happy.

Doom has successfully created an industry within the industry, with hundreds of people writing hundreds of *Doom* WADS for their friends to play. The *Doom* editor is easily available and, with a little work, any fairly competent PC owner can soon write his or her own levels. The *Doom* code is so flexible in fact that it's really easy to strip out the existing sound effects and replace them with your own sound samples and effects. The PC we have at work contains over 1000 *Doom* WADS and has a customised sound set-up with samples from *The Evil Dead*, *Aliens* and ourselves.

I can't think of any other game which has spawned such an exciting, thriving and creative sub-culture; a game for the people who matter – gamesplayers. The *Doom* genre is now set to act as an invigorating force for the new generation of games consoles with versions for the Sega 32X and Atari Jaguar. Okay, so that's enough drooling and creeping around *Doom*.

What about *Doom 2*? Well, as far as I'm aware, iD Software never made any claims that *Doom 2* would be anything more than more of the same with a few new monsters, gameplay tweaks and bug-fixes. It seems to me that the trade journalists, who should know better, and "Joe-public" have latched onto some unrealistic hopes about what the game was going to be. They have become caught up with what they wanted it to be, rather than what was practical and likely. iD have become victims of their own success. They're saving all their good stuff for their current project *Quake*, which, rumour says (not iD), will be as big a step up from *Doom* as *Doom* was from *Wolfenstein*. What do you get with *Doom 2*? You get 30-something new levels from the people that wrote the thing in the first place, and while this will always be a subjective view, I feel that there's nothing ever quite like the real thing.

If you have unrealistic expectations, then yes, you are likely to be disappointed, but if you like a challenge that'll test, thrill and excite, you're in for a treat. There's no doubt that *Doom 2* is harder than *Doom*, with more tricks, traps and monsters than before, but, as before, if you die it's because you made a mistake or fumbled the ball, rather than because of a flaw in the gameplay.

Why do people find it so hard to enjoy themselves? Why is it in human nature to try and tear things down? Why does the English mentality makes us so jealous and critical of success? There are no guarantees in life, much less that when you buy a game you will enjoy it. But to criticise *Doom 2* for being too much like *Doom* seems churlish to me, not to mention short-sighted, unreasonable and bloody obvious. It's a sequel for God's sake; it's written by the same people; it's bound to be more of the same. If it was different to *Doom* it wouldn't be called *Doom 2*, it would be called *Quake* or something else entirely.

Yours in forever Ultra-violenced, blood-spattered *Doom*-dom.

Robert Moss, Basildon, Essex

You seem to be missing the whole point entirely. Surely a sequel should be an improvement over the original. After more than a year between versions, you'd have thought that iD would have made a bit more of an effort to make the thing different. The point that everyone has been making is that Doom 2 *offers very little that is different. Yes, a sequel should be a continuation of a theme, but it shouldn't be a carbon copy.*

As far as your comments about Quake *go, it was actually iD that stated how different the product would be. The team has already announced that the game will employ a full 3D-graphics engine that will put* Doom *to shame. And why the hell shouldn't it? If* Quake *ended up being just another* Doom *clone (which is what* Heretic *is in serious danger of being) iD would soon lose its credibility as a top-notch development team.*

Incidentally, I liked the Doom*/girlfriend analogy. Nice touch. I'm sure that there are loads of girls out there who like the idea of being compared to a computer game that has shotguns and chainsaws in it.*

Mr Letchworth

DEAR WORDPROCESSOR,

In *PC Zone* issue 21 I noticed that in the review of *Total Carnage* you said that the game was "good, challenging fun unless you're from Letchworth". Well in case you didn't know... I LIVE IN LETCHWORTH!

Adam Menczykowski, Letchworth, Herts

Oh well Adam... tough luck eh?

Obligatory weird foreigner..

YO DUDES at my favourite magazine *PC Zone*!

It's me, FT, again... and I have come to share with you several radically cool things.

1 When I read (in the 19th issue) the letter of the month titled "Fair Tale" and read the question in your amazing and amusing reply, I said "Hey man! I remember that, I saw the mythical island of Atlantis".

2 I, FT-the-great, think that thou art being harsh on *Wing Commander*, *Armada* and on *Dark Legions*. They rightfully deserve at least 90 per cent each. Thou shalt give them what they deserve or thy destiny shalt be bloody nasty – ha ha.

3 I wanna file a goddamned good complaint. First, here in Jordan we do not receive the CD version of *PC Zone*. Why?

4 Now last but not least, here is a poem dedicated to you, my dear *PC Zone*, entitled "Poem Zone".

When I look so high
in the sky
And wonder why
PC Zone I buy?
If you look behind
and use your mind
you must find...
PC Zone is cool
So don't be a fool
or be so cruel
It's really wonderful
and not that awful

FT, Amman, Jordan

Er... thanks FT. First, I would just like to say that anyone who uses the expression "Yo dudes" around these parts is invariably strung up and ruthlessly shot. It is not a cool thing to say. Sad but true.

As far as your poem goes, what can we say? We were truly agog with indifference. A work of literary genius in iambic pentameter (just about anyway... you slipped up on a few lines). If ever you feel like writing another one like it, please don't hesitate in running to the nearest cliff and hurling yourself from it.

Sexist stuff... us?

YOU GUYS ARE REALLY starting to worry me. After the lurid cover "Adult Games Exposed", which was obviously designed to lure people into buying the magazine, we now have the repeated use of your VR girl. It seems that we now have to have pictures

of a leather-clad woman wearing the VR helmet, gloves, etc., and holding the Cyberpuck in a suggestive manner. I search in vain for an explanation of the pictures... why a woman? Why these poses? Why the leather? Of course, the answer is that it looked nice and would lure the casual browser into buying the magazine.

At the same time as all of this, I have noticed that more newsagents are stocking their games magazines beside or below the "top-shelf" magazines. This is embarrassing mainly because it looks as if I'm trying to pluck up the courage to buy *Men Only*, and then my nerve fails me and I buy *PC Zone* instead. Unfortunately, it also suggests a depressing correlation in the public's mind between PC users and adult magazine readers. Playing computer games tends to be a solitary activity, and no doubt there is a correlation, but the same correlation probably exists with railway modellers and gun enthusiasts as well... but I don't see their magazines on the top-shelf. Your editorial approach over the last few months seems to be positively encouraging that view of your readers.

Paul Moorhead, Belfast

What is your problem Paul? Are you really such a cloistered fella that you actually feel like this? Surely not... No, c'mon... you're taking the mickey really, aren't you? Computer magazines near the top shelf? Bottling out of buying a girlie mag and buying PC Zone *instead? Bloody hell. Look mate, if you want to buy a jazz-mag, just go ahead and do it. I suppose there's nothing to be that embarrassed about really. Just please don't give us such a completely awful cop-out excuse for being such a wimp, though.*

As for what you said about our October issue... well, she was holding the puck suggestively, was she? If you have an overactive imagination then, yes, I suppose you could say that. It was hardly that sexual, though, was it? If you could get your rocks off to it, though, the very best to you my friend. Everyone has their own unique little things that turn them on... and if that picture really did it for you – I'm pleased.

A pat on the back

DEAR PC ZONE,

My name is Peter and I own an IBM PC.

It was a present from my dad... I wanted a CD player. Nevertheless, I thought... great! I'll play some games or something. Three months later I found my first game, *Premier Manager*. I bought it at a car boot sale for a fiver. The chap was also selling *Championship Manager 93* for the same price. I needed help.

I bought two publications from *WH Smiths*. *PC Zone* because of the free disk and *PC Player* because it had a nice picture of a plane on the front. I read both magazines and found myself more lost than I was before. Did I have enough memory? What is a SoundBlaster? What is the difference between a 386 and a 486? Do I have one?

I decided to ring someone... Picking up the first magazine at hand, I rang someone in your office who very kindly and patiently explained to me about CD-ROM, why my mouse didn't work and what games I should buy. After a call to a mail order company I am now expectantly waiting for *Civilization*, *Doom*, *Theme Park*, *Sensi Soccer*, a SoundBlaster, a free mouse pad, a joystick and a book of "How to make it with girls".

Thank you... I will love you forever.

Peter Allen, Dorchester, Dorset

It's always nice to print a letter from someone who's giving us a slap on the back rather than slagging us off for a change. What a fine and splendid chap you are. Just a bit of boring trivia whilst I have your attention Peter... before taking over as editor of this fine tome I was in fact the chief bod on PC Player... spook-ola!

Offending small children

WHAT DO YOU WANT FIRST... the good news or the bad? I will be positive first.

The format, information and reviews contained in *PC Zone* take a lot to beat. It makes interesting reading and with a CD on the front it represents good value for money. I've even thought about taking out a subscription. What stops me is the bad... the "regular" item *WordProcessor*. It spoils the whole magazine. Why does it have to be written in such an offensive style? The language leaves a lot to be desired and is an absolute discredit to the author. Do you have to print such vulgar language, including "fucked up", "arse", "bastard" and so on? Don't get me wrong... I, myself, use foul language under several circumstances, but I am discreet and I don't ram it down peoples throat. If the author wishes to think like that – fine. Please don't force it on everyone else, especially the younger readers like my 13 year old son.

Chris Rutherford, Suffolk

Oh my God! It's the old "... it would offend my young child" rubbish again. It's such an utterly cliche thing to come out with.

Yes, we appreciate that some language is "offensive", but bearing in mind the market that PC Zone *sells to, we don't feel that the occasional "arse" or "bastard" is really going to do any harm. Bearing in mind that the "average"* PC Zone *reader is a 26 year old male, we can afford to be a little abrasive from time to time. Our editorial style throughout is somewhat irreverent, to say the very least, and I could point out numerous reviews, features, previews and news items where the odd naughty word has slipped in. It's hardly just the letters page where you see this.*

One thing that I will stress, though, is that our use of this language is never "just for the sake of it" , it is only ever used where we feel that a point needs to be stressed.

Just out of interest... is your 13 year old son truly shocked and offended? I have a 13 year old brother who would be embarrassed about reading 'bad" language in front of our mum and dad, but I'm sure he finds it hilarious when he's with his mates.

A suggestion!

DEAR SIR (*I like it when they call me sir – Ed.*)

I, like many others, have built up a huge collection of software over the years (and a little hardware) and I was wondering if you had considered some kind of classified adverts section. I'm not that clued up on the legality of selling second-hand software, but I'm sure many people would be grateful of a place where they could sell off, or even request, games and bits of kit. Why not give it a trial run?

Kim Feidler, Bodmin, Cornwall

It's certainly worth considering. I'd be more than prepared to run a page if enough people express an interest in such a feature. So if any other readers would like us to run a classified page, write to us at the usual address.

LOVE-SICK CORNER

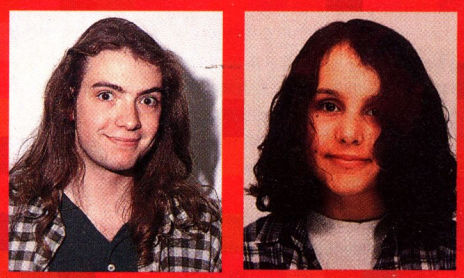
Dear John,

Hi, this is your number one fan... You know, the "completely mad 16 (nearly 17) year old girl" who keeps writing you cyber love-notes on Compuserve? Yeah, sorry about them, I'm not usually like that. The worrying thing is that I don't remember a single word of my last one... I didn't say anything stupid did I? Anyway, whoever gets the e-mail at your office suggested that I send you a photo... so here it is. I know my hair looks black on the photo, but it's not. It's dark brown.

Finally, I know my e-mail is a load of irritating crap, so if you prefer, I'll stop sending it.

Mina Krishnan, Warlingham, Surrey

Thanks a lot Mina. For those of you that are unaware of the on-going saga (which is probably about 50-odd thousand of you), young Mina here has been sending little love notes to us from her father's Compuserve address for the last couple of months or so. We did originally consider publishing the entire sordid little saga, but eventually plumped for this rather attractive looking passport photo instead.



(Above) The lovely couple. The same smile, the same hair and the same shirts. They were made for each other. Just one thing, though, which one's the girl?



Mr Cursor

HE'S AFRAID OF BRIAN WALDEN



YOU'VE GOT to bear with me this month, because what I'm about to embark on hasn't got anything to do with computers or computer games in any way whatsoever. (I will try and work them in, obviously, but the link might be a tricky one... although I have just had an idea how to do this link, as it happens.)

Anyway, links aside for the moment, I want to talk about *Martin Chuzzlewit*, the Charles Dickens drama the Beeb are currently running... and if you haven't seen it I don't blame you, because BBC Dickens dramas are normally so snoozily done that they're best avoided. However, this one is rather fab and perfect Sunday afternoon blob-fare. (I originally started watching it purely because Keith Allen was in it, by the way. Thought I'd better mention that fact as a kind of credibility saver.) *(It didn't work. Ed.)*

But anyway, *Martin Chuzzlewit* is like an extremely meaty version of *Home and Away* – with people saying things like "It's a merry game, I'll be bound," as somebody else dies of arsenic poisoning, rather than "Oh Shane, I need my own space," after someone's been slightly injured in a water-skiing accident. Dickens was writing soap operas before even Thora Hurd was a foetus. But I'm drifting off the point a bit.

So here's the rub, and this is what I want to ask you about. The main character (i.e. the young Martin Chuzzlewit) has been played by a bloke called Ben Walden. No big deal, until, of course, you realise that the actor in question is actually the son of Brian Walden (the Sunday lunch time political interviewer with a speech impediment). So what's my problem? Chew on this...

As far as I can make out, Ben Walden (i.e. Brian's son) is either a) a brilliant actor, or b) a crap actor. He's on a tightrope as far as I can see. He sort of sounds like his dad, regarding the mild speech defect... but it's like he's just about got it under control, speaking slowly and carefully. Add to this the fact that his eyes continually water (just like his dad again), and you'll know where I'm coming from. In other words, is this some sort of weird method acting? Or is Ben Walden just being Brian Walden's son? Acting on a "genetic" level, so to speak? His scenes are weirdly mesmerising somehow, but is it for all the wrong reasons? I'm blowed if I can work it out, but if I had to put money on it I suppose I'd have to conclude that he's possibly rather brilliant. Maybe I've got it wrong, though, and he's useless. What's your verdict?

However! (And this is where my "link" comes in.) If I'm wrong, and Ben Walden turns out to be a crap actor, then at least he's got a brilliant career in front of him doing stuff for CD-ROM games.

And why not a game such as: "Martin Chuzzlewit, the 'interactive' Dickens movie". Using the same approach as countless other unimaginative CD-ROM titles throughout the world, the *Martin Chuzzlewit* "interactive movie" game could go like this...

1 Nightmarish installation and configuration hassles, and you still end up losing 12 megabytes of hard drive space.

2 A 35-hour intro sequence, in which Ben Walden is extremely brilliant/completely useless. (Delete as applicable.)

3 A 12-hour long cast list for you to choose from, with full digitised speech throughout – and lots of "clever" editing.

4 You decide to be Jonas (Keith Allen's character) because he's the nasty one. Cue eight squillion years of disk accessing.

5 Seven days of FMV (full-motion video) follows until you get to make your first "interactive" move as Jonas.

6 Nine trillion hours more FMV before you realise your initial "interactive move" was incorrect.

7 A 5000-year long end sequence which you can't quit out of by pressing ESCAPE.

8 Loop back to one.

Get the drift? Here's how the equally unimaginative *Martin Chuzzlewit* Shoot 'em up CD-ROM game (released simultaneously) would go...

1 Nightmarish installation and configuration hassles, and you still end up losing 12 megabytes of hard drive space.

2 A 79-hour intro sequence, with Ben Walden acting brilliantly/terribly from inside a semi-futuristic looking "space helmet".

3 A 23-hour long spaceship list for you to choose from, with full digitised speech throughout – and lots of "clever" editing.

4 You decide to take the Chuzzlewit Destroyer because it appears to have the meatiest weapons... and it's in your favourite colour.

5 Nine minutes of "shooty-shooty" action follows until you suddenly realise that you're simply in a first-person perspective, 3D, rotary-bitmapped and guru-shaded version of *Space Invaders*.

6 You get "killed", because that's what happens in shoot 'em ups.

7 A 12-year long FMV "end sequence" follows, which you can't quit from by pressing ESCAPE.

8 A nine billion-year disk access rattle begins.

And so forth. Yawn yawn yawn.

The moral of the story...

Computers have moved from audio cassette storage to floppy disc storage to hard disc storage. And now there's CD storage. One slim sheet of A4 has become a thick wad of A1, informationally speaking, and the canvas is getting bigger by the second, as hardware technology continues it's inexorable march towards ultimate hugeness. And yes, size does help, nobody could deny it; but it's got to be used properly. If it's not, then there's simply no point in it existing in the first place.

I could branch off here and do a really snooze-worthy 400-page essay on the future of leisure software – but at the end of the day it's actually a pretty simple equation. A movie's a movie and a game's a game. If you want to watch a movie, you want to watch a movie, but if you want to play a game, you want to play a game. Yes? There IS some kind of middle ground, sure, but there's also an unbelievably fine line involved, and it could do with being explored.

Martin Chuzzlewit
© BBC 1994.
Used with permission

MultiMax

The Best Software **The Best Service** **The Best Prices**

TOP CD ENTERTAINMENT

ACES OF THE DEEP	£28.00
ALONE IN THE DARK & JACK	£17.50
BATTLE ISLE 2	£26.50
- TITAN'S LEGACY	£15.00
BENEATH THE STEEL SKY	£27.50
CIVILISATION/RAILROAD TYCOON	£19.00
COLONIZATION	£28.00
COMMANCHE MAX OVERKILL	£28.00
COMPANSIONS OF XANTH	£24.50
CYCLE MANIA	£24.10
DARK FORCES	£CALL
DAWN PATROL	£28.00
DAY OF TENTACLE	£26.00
DAY OF THE TENTACLE (unboxed)	£16.00
DOOM V2	£35.75
DUNE/7TH GUEST	£28.50
ECSTATICA	£30.60
ELITE 2 FRONTIER	£24.50
FIFA INT. SOCCER	£24.50
GABRIEL KNIGHT	£27.50
GABRIEL KNIGHT (UNBOXED)	£15.00
GREAT NAVAL BATTLES 2	£25.00
HELL	£CALL
INDI JONES FATE OF ATLANTIS	£28.50
INFERNO	£29.00
JACK NICKLAUS + COURSES	£12.50
LEMMINGS 1 & 2	£18.50
LEMMINGS – ALL NEW WORLD	£26.00
LEISURE SUIT LARRY 6	£26.00
LITTLE BIG ADVENTURE	£32.80
MAD DOG McCREE (UNBOXED)	£15.00
MAD DOG McCREE 2 (UNBOXED)	£16.00
MAGIC CARPET	£32.80
MEGARACE	£24.00
MYST	£30.00
NASCAR RACING	£27.00
NHL HOCKEY	£28.00
NOVASTORM	£30.60
OUTPOST	£22.00
PINBALL DREAMS DELUXE	£24.00
PGA TOUR GOLF 486	£31.50
REBEL ASSAULT	£27.50
RETURN TO ZORK	£29.50
RETURN TO ZORK (UNBOXED)	£16.00
RISE OF THE ROBOTS	£31.20
SAM & MAX HIT THE ROAD	£25.50
SIM CITY 2000	£31.00
SIM CITY ENHANCED	£29.00
SIMON THE SORCERER	£26.50
SPACE HULK	£26.50
STAR TREK 25TH ANNIVERSARY	£28.00
STRIKE COMMANDER	£28.00
SUBWARS 2050	£26.00
SYNDICATE +	£29.00
SYSTEM SHOCK	£27.00
TFX	£28.00
TFX (UNBOXED)	£16.50
THE HORDE	£28.00
THEME PARK PC/MAC	£26.00
TORNADO + DESERT STORM	£13.50
UFO ENEMY UNKNOWN	£28.00
ULTIMA 8 + SPEECH PACK	£32.00
UNDER A KILLING MOON	£34.00
X WING COLLECTORS	£32.90

MANY OTHER TITLES AVAILABLE - PLEASE CALL

TOP 3.5 ENTERTAINMENT

1942 PACIFIC AIR WAR	£27.00
ALONE IN THE DARK 2	£24.50
BRIDGE CHAMPION WITH OMAR SHARIF	£23.50
CANNON FODDER	£21.50
COLONIZATION	£28.00
DAWN PATROL	£28.10
DOOM V1.2	£23.00
DOOM V2	£32.00
EVEN MORE INCREDIBLE MACHINE	£28.00
F14 FLEET DEFENDER	£26.00
FIFA INT. SOCCER	£23.50
INTELLIGENT STRATEGY GAMES (10)	£25.00
LINKS 386 PRO	£26.00
LINKS COURSES EACH	£15.50
MICRO MACHINES	£18.00
MS ARCADE	£14.00
MS FLIGHT SIM. V5	£25.50
- NEW YORK/PARIS DISKS EACH	£15.00
MS SPACE SIMULATOR	£29.00
OVERLORD	£25.50
SAM & MAX HIT THE ROAD	£25.50
THE SETTLERS	£23.50
SIM CITY 2000	£23.00
THEME PARK	£28.00
TIE FIGHTER	£28.00
X-WING	£24.00
- B WING MISSION	£12.50
- IMPERIAL PURSUIT	£12.50

MANY OTHER TITLES AVAILABLE - PLEASE CALL

LANGUAGE

BERLITZ FR/GER/ITAL/SP	£88.00
EZ LANGUAGE CD FR/GER/IT/JAP	£49.00
HYPERGLOT LEARN TO SPEAK FR/SP	£50.50
LEARN FRENCH WITH ASTERIX 1 CD	£45.50
LEARN FRENCH WITH ASTERIX 2 CD	£90.00
SYRACUSE 4-9 ENG/FR/GER/SP/JAP	£17.50
SYRACUSE 9-ADULT ENG/FR/SPAN	£26.00
TRANSLATION WITH FR/GER/SP ASSIST	£68.00

CHILDREN'S EDUCATIONAL

ADI ENGLISH 11/12/13/14 3.5"	£16.00
ADI ENG/FR/MATHS GCSE 3.5" EACH	£21.00
ADI FRENCH 11/12/13/14 EACH 3.5"	£16.00
ADI MATHS 11/12/13/14 EACH 3.5"	£16.00
ADVENTURES IN FAIRY LAND CD	£24.90
ART CENTRE	£21.50
ARTHUR'S BIRTHDAY SURPRISE	£27.50
ARTHUR'S TEACHER TROUBLE (UNBOXED)	£14.50
BUG INSECT ADVENTURE CD/3.5"	£28.00
BUSY TOWN CD	£37.00
CREATIVITY CENTRE 3.5"	£21.90
FUN SCHOOL 4 UNDER 5s 3.5"	£15.50
FUN SCHOOL 4 5-7 3.5"	£15.50
FUN SCHOOL 4 7-113.5"	£15.50
FUN SCHOOL PAINT & CREATE 3.5"	£16.00
FUN SCHOOL SPELLING 7+ 3.5"	£16.00
HENRIETTA'S BOOK OF SPELLS 3.5"	£25.00
JUST GRANDMA & ME (UNBOXED)	£14.50
KID DESK 3.5"	£25.00
KID WORKS	£24.00
LEGENDS OF OZ CD	£17.00
LITTLE MONSTER AT SCHOOL	£27.50
MAGIC THEATRE 3.5" CD	£30.00
MAIN STREET TITLES - SEE SPECIAL OFFERS	
MS CREATIVE WRITER 3.5"	£32.00
MS FINE ARTIST 3.5"	£32.00
NODDY'S BIG ADVENTURE 3.5"	£18.00
NODDY'S PLAYTIME 3.5"	£18.00
PUTT PUTT GOES TO THE MOON	£28.50
PUTT PUTT JOINS THE PARADE	£25.50
READING ADVENTURES IN WORD LAND	£26.00
RUFFS BONE	£27.50
SCOOTER'S MAGIC CASTLE	£30.95
THE TALE OF BENJAMIN BUNNY	£19.50
THE TALE OF PETER RABBIT	£19.50
THE TORTOISE AND THE HARE CD	£29.00
TUNELAND	£28.00
TWINS IN TROUBLE CD	£21.90
WHERE IN THE WORLD CARMEN S'DIEGO CD	£16.50

MANY OTHER TITLES AVAILABLE - PLEASE CALL

DORLING KINDERSLEY MULTIMEDIA RANGE

Excellent "Edutainment" for all ages

EXCELLENT 'EDUCATINMENT' FOR ALL AGES

EYEWITNESS ENCYCLOPEDIA SCIENCE	£59.00
INCREDIBLE CROSS-SECTIONS STOWAWAY	£32.00
MY 1ST INC AMAZING D/CT UK VERSION	£32.00
THE ULTIMATE HUMAN BODY	£50.00
THE WAY THINGS WORK	£60.00

MUSIC

CAKEWALK HOME STUDIO	£107.00
JAMMER PRO	£115.74
INTRODUCTION TO CLASSICAL MUSIC	£31.60
MIRACLE PIANO SYSTEM	£55.00
MS BEET/SCHUB/MOZ/STRAV EACH	£37.50
MS MUSICAL INSTRUMENTS	£34.00
MUSICWARE PIANO TUTOR	£63.00
PRINCE INTERACTIVE	£30.50
THE BEATLES	£21.50
THE ROCK & ROLL YRS: THE 50'S	£15.50
VIKING GUIDE TO OPERA £55.00	
WOODSTOCK 25TH ANNIVERSARY	£19.00

TOP REFERENCE EDUCATIONAL

2000 GREATER & LESSER MYSTERIES	£16.80
3D BODY ADVENTURE 3.5 CD	£28.00
3D DINOSAUR ADVENTURE CD 3.5"	£28.00
3FT 6 PACK VOL (6 KIDS CD'S)	£19.00
5FT 10 PACK VOL 1 (10CD'S)	£29.00
5FT 10 PACK VOL 2 (10 CD'S)	£28.00
ABOUT COWS CD	£17.00
ANCIENT LANDS CD	£37.00
ANIMALS OF SAN DIEGO ZOO CD	£11.00
BETTER HOME & GARDEN HEALTHY COOKING CD	£19.00
BIBLES AND RELIGION CD	£10.00
BIBLIOTECH & BOOK	£16.80
BODYWORKS V3 CD	£36.50
BUZZ ALDRIN'S RACE INTO SPACE CD	£26.00
CHEMISTRY WORKS	£20.50
CLASSIC LIBRARY CD	£34.00
COMPTONS INTERACTIVE 95 CD (UNBOXED)	£21.00
COOKBOOK HEAVEN CD	£14.00
DANGEROUS CREATURES CD	£37.00
EXPLORING ANCIENT ARCHITECTURE CD	£30.50
EXPLORING MODERN ART (TATE GAL)	£55.00
FAMILY DOCTOR VER 3 CD	£16.00
FOREVER GROWING GARDEN	£18.50
GARDENING CD	£10.00
GLOBAL EXPLORER CD	£55.00
GROLIER V6 ENC CD (UNBOXED)	£21.00
HACKERS CHRONICLES II	£20.00
HOME GARDENER	£22.00
HUTCHINSON'S ENCY 1995 CD	£46.50
INTERACTIVE SPACE ENCYC CD	£39.00
ISAAC ASIMOV SCIENCE ADV II CD	£29.00
JFK ASSASSINATION CD	£30.50
MAVIS BEACON V2 + CHESS + ATLASES CD	£19.00
MAYO HEALTH CLINIC CD	£14.50
MS ART GALLERY CD	£36.50
MS BOOKSHELF CD	£69.00
MS DINOSAUR CD	£34.00
MS CINEMANIA CD	£36.50
MS ENCARTA 1995 CD	£55.00
MS SCHUB/MOZ/BEET/STRAV CD EACH	£37.50
NAT GEOGRAPHIC MAMMALS	£17.00
OCEANS BELOW	£10.00
OXFORD COMPENDIUM (DICT/THE S/QUOT)	£59.00
OXFORD REF SHELF (16 REF BOOKS!!!)	£59.00
OXFORD SHAKESPEARE CD	£25.00
OXFORD STUDY SHELF	£29.50
REDSHIFT ASTRONOMY CD	£42.00
REDSHIFT (UNBOXED)	£34.00
SHERLOCK HOLMES ON DISK CD	£15.00
THE DISCOVERERS CD	£29.50
THE PILL BOOK	£25.00
UNDERSEA ADVENTURE CD	£28.00
UFO CD (PHOTOS, ACCOUNTS ETC)	£34.50
WINES OF THE WORLD	£19.00
WHALES & DOLPHINS CD	£16.00
WORLD ATLAS 5 CD (UNBOXED)	£15.00
VISTA PRO	£60.00
YOGA - A MULTIMEDIA GUIDE	£9.50

MANY OTHER TITLES AVAILABLE - PLEASE CALL

SHAREWARE CD'S

DR FONTS/GAMES/GRAPH/UTIL/WIN EACH	£12.00
ENCYCL OF SOUND I & II EACH	£10.00
GIFS GALAXY	£24.00
GIFS GALORE	£13.00
GIF GALLERY (ALL VOLS)	£14.00
LIBRIS BRITANNIA III	£25.00
LIBRIS BRITANNIA 4 SCIENCE & TECH	£25.00
LIBRIS BRITANNIA SCIENCE & TECH	£25.00
NIGHT OWL 13	£25.00
PLATINUM DISKS EACH	£10.50
EDUCATION/HOME AND BUSINESS/MULTIMEDIA PUBLISHER/UTILITIES/WINDOWS	
PLATINUM 4 CD PACK (ED/MM/PUB/GAMES)	£20.00
SHAREWARE HEAVEN 3	£14.50
SIMTEL '94	**£11.00**

MANY OTHER TITLES AVAILABLE - PLEASE CALL

OFFICE/FONTS/DTP ETC

2000 TRUE TYPE FNTS + CLIPART + BOOK CD	£16.80
CLIPART HEAVEN V2	£22.00
COLOUR CLIPART 2,500 PICS CD	£24.20
COREL PHOTO CD'S EACH	£28.00
PAGE PLUS V3	£51.50
PAGE PLUS PUBLISHER	£81.50
QUICKBOOKS	£109.00
QUICKEN V3	£37.45
QUICK INVOICE	£33.50
TURBOCAD V2	£69.50
TURBOCAD V3.2	£75.00
W/PERFECT MAIN ST TITLES SEE SPECIAL OFFERS	
WORDSTAR FOR WINDOWS V2	£31.00

MANY OTHER TITLES AVAILABLE - PLEASE CALL

SPECIAL OFFERS

QEMM 7 GAMES PACK

(" 93%PC FORMAT")

...the best memory manager especially for CD Drives - solves all your memory problems. You need QEMM 7 right now"

(93% PC FORMAT)

PLUS PRIVATEER (**92% PC HOME**)

PLUS SHADOWCASTER

(90% PC GAMER)

FREE UP TO 634K CONVENTIONAL MEMORY)

ONLY **£57.90** (RRP £160+)

ANIMATION STATION

POWERFUL, EASY TO USE DRAWING/ANIMATION PROGRAM FOR PROFESSIONAL/NON-PROFESSIONAL USERS ONLY **£51.20**

MULTIMEDIA MAGIC CD

CREATE YOUR OWN ANIMATED MOVIES WITH THIS 6 PACK SPECIAL INCLUDES ANIMATIONWORKS, HALO DESKTOP IMAGER, ANIMATED SCREENSAVERS, OVER 1000 ANIMATED ACTORS, CLIPART, PHOTOS, SOUND CLIPS. RECORD YOUR OWN SOUND, NARRATION, MUSIC ETC.,

ONLY **£24.00** (RRP £300+)

TORNADO + DESERT STORM

BRILLIANT FLIGHT SIM WITH THE RAF'S MOST EXCITING BOMBER AND DESERT STORM MISSION. UNBELIEVABLE VALUE

ONLY **£13.50** (RRP £38.29)

WORDPERFECT MAIN ST BONANZA

ONLY WHOLE STOCKS LAST!!! WORKS **£42.00**, INFOCENTRAL **£42.00**, EXPRESSFAX **£32.00**, CLIPART PREMIUM **£32.00**, CLIPART HOME/OFFICE **£17.00**, WALLABBEE JACK TITLES **£17.00**, KAP'N KARAOKE **£17.00**, MICKEY'S MEM CHALLENGE/JIGSAW **£17.00** GOLDMASTER DISKS PREFORMATTED DSHD (1.44MB) BOX OF 50 ONLY **£22.00**

How to calculate your order

Value of goods shown on page

VAT @ 17.5%

P&P

TOTAL

LESS £7.50 IF APPLICABLE (SEE BELOW)

£7.50 Extra Discount

When you purchase any title with

***The Very Best Games*..Volume 1**

A collection of 450+ of the latest and best Shareware Games on CD

for just £24.95*fully inclusive

or less than 5 pence a game "Highly Recommended" Practical PC 1994

"Game of the Month" PC Format September 1994

The CD contains over 450 great games in uncompressed format, ready to run, hassle free! We have selected only the very best titles from major companies such as Epic, Apogee and Id. All the games come ready to run... so you won't need to waste time unzipping files every time you want to play a game or move it to your hard disk.

Among the many titles you will receive are:

Doom, Wolfenstein 3D, Spear of Destiny, Duke Nukem, Major Stryker, Shooting Gallery, Epic Pinball, Bio Menace, Jill of the Jungle, Cosmo's Cosmic Adventure, Blake Stone, Defender of Boston, Monster Bash, Halloween Harry, Commander Keen, Sherlock, Poker, Blackjack, Mahjong, Chess, Pirada, Anagram, Word games ... and many more Arcade, Adventure, Educational, Casino, Card, Simulation and Strategy games too numerous to mention. We guarantee there is absolutely no padding - only the very best games are included.

* The Very Best Games volume 1 contains shareware titles. These require separate payment ot authors if found useful.

Credit Card Hotline 0724 271281 (4 Lines) Mon- Fri 9.00-6.30, Sat 9.00- 1.00

By Post: Cheques/PO to Multimax Ltd, PO Box 28, Scunthorpe, DN16 3UF

P&P £2.50 per order UK, £4.00 Europe (EC), £5.50 elsewhere. All prices exclude VAT at 17.5%. Prices correct at time of going to press

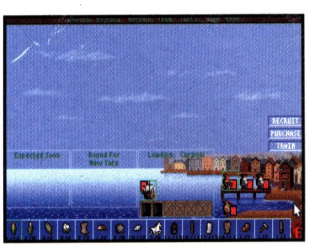
BE THERE AT THE BIRTH OF A NATION

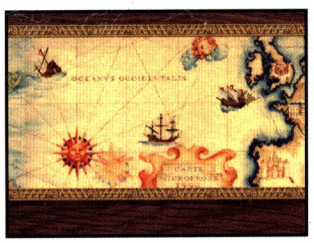
Sid Meier's
COLONIZATION



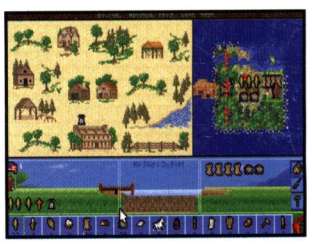
Sid Meier

DON'T SETTLE FOR ANYTHING LESS!









FOR IBM PC COMPATIBLES